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INsideQUEST

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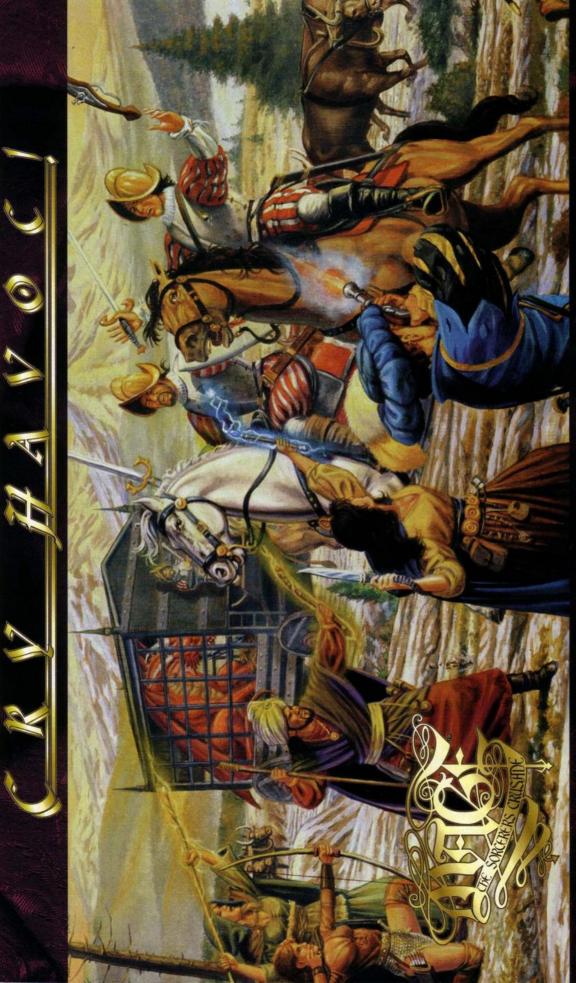
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Dark Citadel Contest

You need to find these 12 hidden items on the cover: diamond, grail, hammer, helm, ring, shield, skull, spear, sword, tome, treasure chest and trumpet. Photocopy the cover; circle all the items; include your name, address and phone number on the back; and send it to InQuest Dark Citadel Contest, 151 Wells Ave., Congers, NY 10920. Deadline is April 30, 1998. Twenty-five lucky winners will receive a limited-edition, signed print of this month's cover by Ed Beard Jr. For all those not lucky enough to be selected, you can purchase a Dark Citadel print (signed and numbered out of 2000, measuring 20"-by-24") for \$19.95 by contacting Destini Productions at 1-800-887-5772.



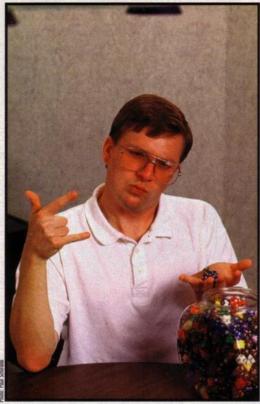


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BEHIND the LINES

Happy Birthday to Us



Te're gonna be lynched by a bunch of animal activists.

That was just one of the worries we had finishing up InQuest #1 back in April of 1995. But we got it out the door-the "vampire squeezing a dead bird" cover and 80 pages of magazine. Who would've thought we'd still be going strong three years later? (All right, it's three years give or take a month, for you math-inclined wonders out there.)

As with many things in life, it seems like just yesterday we were scribbling down notes for a "Killer Deck" column and vowing to produce graphics a little better than a well-fed gerbil squatting on typing paper. At the same time, it seems like forever since we sat up that last night before film on InQuest #1 went to press, desperately designing pages and praying our bleary eyes were seeing the word Magic, and not "midgets," over and over again.

To give you an idea of how time has passed, when InQuest was a mere babe Magic's Fallen Empires was ruling the scene, news on Ice Age hadn't quite reached us and you couldn't sell your grandma for even a whiff of where new cards could be found. (Maybe you can't now either, but at least you can walk into a store and pick some up.) The collectible card game boom was revving up, but only games like Star Trek: The Next Generation, Illuminati and Spellfire were available-no Middle-earth, no Legend of the Five Rings. no BattleTech.

What did InQuest look like back then? Yikes! We had enough white space to blind Superman. We were crude—sometimes we threw things together to see what worked-but our philosophy was the same back then as it is today: entertain and educate.

Some mainstays were around then, though. This editor's letter page existed. And back then, we didn't always know what to say either. Our letters pages, "InQuisition," existed, but Rick Swan wasn't writing it, and our Magic question-and-answer column, "Stumpers," was a small sidebar thrown in at the end.

"IQ News" was a staple, with interesting news stories about some kind of new Star Wars collectible card game and how Magic's Fourth Edition was going to clean up the pesky rules questions.

Amazingly enough, "Swan Song" ended the issue. Other than price and players guides, that was it. Everything else you see has evolved over time.

What's my point, assuming I had one to start with? In three years, we've come a long way, made a lot of improvements and delivered (we hope) a magazine that's fun, informative, hard-hitting at times and always a bit goofy. We'll continue along that track for the next three years.

Just think about it. Three years from now is 2001. We'll be in the next century. InQuest will be clocking in at issue #72, there'll surely be another unexpected trend in gaming to excite us all... and the animal activists still won't have found us.

Mike Searle, Editor

Editor in Chief Pat McCallum

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For the land of Corona, the reign of terror is not yet over.

And for warrior Elbryan Wynden, the battle has not yet ended.

Because the greatest evil of all has only begun to fight!

I don't mean I'm a three-year-old-I can shuffle my own cards. But InQuest and "InQuisition"—which has been part of the mag since issue #1—are three years old this month. In that time, these pages have seen more than 400 letters discussing dozens of topics crucial to the continued existence of the free world. Stuff like...how to tell boys and girls apart (InQuest #16), the first recorded use of the word "assnut" (#22), cat genitals (#26), games which 'create a vacuum by action of the lips and tongue' (#32), and, of course, rolling dice with your ass (#35). With that kinda coverage, you definitely won't want to miss the next three years.

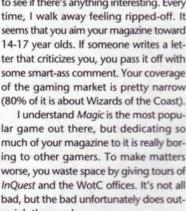


I think Maaic really bites now, I remember when I first started playing and enjoyed it. That was when there wasn't all this new ability stuff. I understand WotC has to make new stuff for the cards, but it's gotten ridiculous. I haven't bought a pack of Tempest yet in protest of Shadow and Buyback. Since I haven't bought a pack, my decks get overrun against all this new junk. So many people play Magic now it makes me sick. I liked the game much more when it was a controlled game.

Nick Mezmar Cyberspace

New abilities keep the game fresh, Nick.

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to ls@aol.com or mail it to us at: 1.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!



Darryl Anderson Prince George, BC, Canada



And what's wrong with many people enjoying Magic? You don't personally have to play against everyone who owns a deck. If you want an exclusive hobby, may I suggest buttweasel tossing?

Inouest bites

Every now and then I'll pick up an InQuest to see if there's anything interesting. Every time, I walk away feeling ripped-off. It seems that you aim your magazine toward 14-17 year olds. If someone writes a letter that criticizes you, you pass it off with some smart-ass comment. Your coverage of the gaming market is pretty narrow

lar game out there, but dedicating so much of your magazine to it is really boring to other gamers. To make matters worse, you waste space by giving tours of InQuest and the WotC offices. It's not all bad, but the bad unfortunately does outweigh the good.

PAUL BROWN BITES? In response to Paul Brown's "Kitty Letter" in issue #34's "InQuisition," I'd like to say,

Well, Darryl, WotC is 80 percent of the

game market. That's why their prod-

ucts get lots of ink. Still, InQuest gives

substantial coverage to non-WotC

games like Decipher's Star Wars and White Wolf's World of Darkness titles. Heck, we even try to plug Wingnut's

Battle Cattle every chance we get. As

for the non-technical stuff, maybe you'll

enjoy it more when you turn 14.

"Bite me!" If you don't like their sense of humor, that's your problem; don't blame it on them. I love to read InQuest and it doesn't appeal to me because it "appeals to the funny bones of high-school dropouts." I'm not a high-school dropout.

David Cook Crockett, TX

Few things have ticked off readers as much as Paul Brown's "Kitty Letter" in InQuest #34. Mr. Brown is the president

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of Precedence Publishing and believes InQuest emphasizes juvenile humor at the expense of honest reporting.

It is extremely ignorant of Mr. Brown to call people "high school dropouts" just because we have a sense of humor. Well, Mr. President, I have a few things to tell you. I graduated high school with a 3.87 grade average; my college board exam was the fifth highest among my class. I passed the advanced college placement test in Spanish and English. I wrote my class poem and was a founding member of the school's English and computer clubs. At university level, I was president of the Natural Sciences Student Association, member of the student council and graduated Cum Laude with an Associates Degree in science. Currently, I'm the secretary for the Student Nursing Association. So if you think you can write to InQuest and call us all high-school dropouts, I have a word for you... Q'apla!

Wanda-Ivelisse Gonzalez Moca. Puerto Rico

I, too, had an average in high school and received a diploma upon graduating. Also, they awarded me a certificate in Driver's Education.

What on earth is Paul Brown babbling about? Paul has missed the point, as executive types in their suits and corner offices often do. InQuest is hip because they don't appear to be reaching for the flavor of the week, or following the predictions of "game industry decision makers." In a word, they're independent.

As for bathroom level jokes? Please. That only shows the level of humor Paul is sensitive to. Sure, the words "crap," "ass" and "buttweasel" are there. But that's because IQ works with language young people might use. I've seen more insidejokes, puns and irony than you can shake a back-issue at in each month's copy.

I haven't seen anything but honest appraisals of each game that comes out, and the coverage has only increased since issue #29. I pity the IQ staff who have to learn at least three games a week to stay on top of the industry and maintain an opinion worth reading. Thanks, guys. You're far from high-school dropouts. You appeal to my funny bone, and I got a 1270 on my SAT! Don't ever stop the humor!

Steven John Satak Poulsbo, Washington

Sob... choke... chortle... I couldn't have said it [whimper] better myself [blubber] ...thanks, John. Now back to work, there are still 312 chapters to read in the new Moby Dick roleplaying game, then it's on to the Smurfs™ collectible dice game. The dice are made out of actual Smurf corpses (apparently they turn white when they die).

KNEE-DEEP IN EXPANSIONS

Who in their right mind can possibly keep up with all of the Magic expansions? The extreme influx of cards in the current Type Il environment is enough to have Cow Nose scratching at the litterbox with catnip induced fantasies of fresh litter!

Here in Farmington, New Mexico, there is an excellent following for Magic, as well as other CCGs. However, most of us are finding the game diluted and stale. It has become a game of those who have access (either by owning the store or having hefty allowances) against those who don't. Most of us working folks who love the game simply need more time to puke up the dough for two or three boxes of cards. Three expansions a year is too much!

Ducky Nine Cyberspace

You're saying there's money in puke? Here kitty, kitty, kitty...

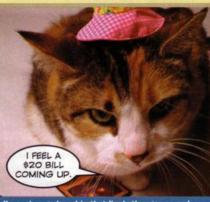
SPAWN OF COW NOSE

I have a problem here in Erie. There's a couple of cats at my house who say their names are Pig Tail and Pony Hoof and they claim to be Cow Nose's long-lost cousins. They demand a first-class flight to the InQuest office to reunite with her. Please send \$200 dollars and two firstclass plane tickets for them.

Maria C DeCecco Erie, PA

After hawking up a green-grey hairball

AWARDED FACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON.



I'm a strange breed in that I'm both a gamer and religous. I thought I'd help clear up the confusion on what is and isn't evil in Magic: The Gathering

The shallow look at Magic is nothing short of moronic. "Ooooh, here's the word 'demon' and here's 'fallen angel.'" Douse them in holy water before it's too late!" The words "demon" and "fallen angel" are hardly satanic. If that were true, the Bible itself would be satantic as it mentions the Devil, fallen angels and demons. What is evil is invoking and using them.

Two cards that concern Christians are Lord of the Pit and Fallen Angel. Lord of the Pit is clearly a highranking demon. It's blasphemous that he is more than a match for an Archangel, the highest-ranking angel. Demons, by the Christian standpoint should be weaker or equal to angels. In Magic, it's the other way around.

Another problem is the 5th Ed. flavor text on Fallen Angel. It can be interpreted as "evil is stronger than good." If evil is stronger than good, then God will lose at the battle of Armageddon. Obviously, that's blasphemy.

Erik Hatinen Bismarck, ND

P.S. Elves, too, are technically evil. There's none mentioned in the Bible, and more importantly, some work for Santa. He's replaced Jesus as the Christmas icon and that is a huge problem to genuine Christians.

You've obviously given this a lot of thought, Erik, but people who get upset because a black card has a higher number on it than a white card are beyond reasoning with. Magic: The Gathering has nothing to do with religion, other than borrowing some of its imagery. It's a card game and reading all kinds of ominous things into it is part of the problem.

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Magic with them but am afraid that everyone will think that I'm a dork too. What should I do?

Bobby Tolleson Cyberspace

Be true to yourself Bobby. go ahead and join the game. But first, tattoo Bayushi Kachiko on your butt (see last month's "InQuisition"). After that, if someone calls you a dork, just moon 'em and prove them wrong.

that might have been a five-dollar bill, Cow Nose was overjoyed to hear of her long-lost cousins. She would like to have the reunion take place in a place fitting such a joyous occasion...the Jerry Springer show.

d SE HABLA **INOUEST?**

Do you remember how in InQuest #32 some guy from Madrid wrote in Spanish? You responded, "Como se dice 'buttweasel' en español?" I have the answer in Spanish:

Buttweasel: comadressa de cola Cow Nose: nariz de baca Beefy marinelife: res vio a marina

Now you can call Tom Slizewski, leff Hannes and Mike Searle funny names in different dialects. Cool, huh?

lim Letson Pearl River, NY

Mucho cool, Jim-o. You no comadressa de cola, you res vio a marina. Amigo, taco, es burrito, run para el border, enchilada. Toro, toro.

DORK WARS: THE LUNCHTABLE STRIKES BACK

At my school, there are a bunch of people who sit at a certain table every day and play Magic all through lunch. These people are considered "dorks." I want to play

WHAT WE'VE **BEEN SMOKIN'**

One day I was at my friends house and I got the idea to smoke a Magic card. So we did; we smoked the whole card. Then my friend suggested we smoke a Spellfire card. That was the weakest card I ever smoked.

Scott Kinder Ridgeview, WV

The surgeon general has classified Magic cards as "gateway smokes" that can lead to worse stuff, like Battle Cattle rulebooks and even [shudder] Imajica wrappers. So before you get in that deep, Scott, remember when it comes to smoking components from games: Just Say No To Dogs.



IN SEARCH OF ...

...all that you can be



RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

TO: Army Reserves. Des Moines, Iowa

Dear Recruiter.

I'm out of high school and need a job. I believe my favorite hobby has prepared me for the military as it involves declaring attackers and defenders, combat. stuff like that. I've commanded (Icatian) Infantry, (Soltari) Troopers and even the Kjeldoran Home Guard, though not always with great success. I definitely need additional training.

Does it sound like I have a future in the armed forces? How do I join?

Thanks. **Rick Swan**

Hey, give me a call so I can get with va and give you the information your [sic] looking for with the Army.

Louis P. ("WalleveLou") Sadle Army Reserve

[I changed my mind.]

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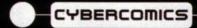
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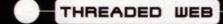
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GARFIELD IS GREAT

I've been playing Magic since Fallen Empires. When I first started playing, I wasn't that amazed, but as time went on I became addicted. I've tried lots of other CCGs, but nothing is better than Magic.

You can walk into a bookstore or coffee shop or whatever place Magic players hang out and just pull up a chair and play. Richard Garfield did a good thing by making Magic. He has opened up new doors to peoples minds. Heck, in a way he has helped keep million of people off the streets and he encourages people to use their minds instead of their fists. He deserves to make all the money he can off Magic. I just wish I could meet him. He seems like he'd be a cool guy to hang out with.

Dave King Albany, GA

I agree, Magic is a good thing and Richard Garfield's invention has benefited us all. Now that he's famous, it is tough to meet him, though. But if a guy were to get a monkey suit, and go out to his monkey ranch? Hmmm.

SPELLFIRE & MONKEYS

I have some weird Spellfire cards made by TSR. What the hell are they and are they worth anything? I haven't seen them anywhere else and was wondering if they are worth any money. One more thing, I heard Richard Garfield was selling monkeys to work on the InQuest staff-is that true?

Alan Proctor Fort Worth, TX

Someone help Alan out: what's a Spellfire card worth? I'll run the best answer in "InQuisition." As for monkeys on the InQuest staff, I called Editor Mike Searle to ask if the rumor was true and he said he'd tell me, but first I had to give him a banana.



That's it for this birthday "InQuisition." I'm sure thousands of you will be moved to send presents. The volume of mail prevents me from sending individual notes to all who send gifts, so just pick an appropriate comment from the list below:

- •"Hey! There's a gift!"
- "This is perfect for wearing around the basement."
- •"Gosh. I hope this never catches fire! It is fire season though. There are lots of unexplained fires."
- "If the dog buries it, I'll be furious!"
- •"I love it-but fear the jealousy it will inspire."
- •"I really don't deserve this."

SEND YER LETTERS TO InQuestMag@aol.com or INQUISITION 151 Wells Ave. Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity

CARD CREATIO

For this BattleTech mission (as well as the other two BTech cards he designed). Keese will get five booster packs of the latest BattleTech expansion. Way to go, Keese!

GROUP FIRE

BATTLETECH

Keese Ouist Covington, LA



· No, that ain't your average science project. It's a model Cthulhu head. And that, plus eight other goodies made **Brian Erickson** from Iron River, Michigan, the winner of our Miskatonic U. Scav-

enger Quest. He'll soon receive the entire line for Chaosium's Call of Cthulhu RPG, along with more Lovecraftian loot than mortal minds can fathom.

- The slow blade penetrates the shield...but the right answers bring home the prizes. Or so learned Shawn T. Reynolds, the winner of the Secrets of Dune contest. To his home in Lynchburg, Virginia, will come a complete set of the Dune CCG from Five Rings Publishing and Last Unicorn Games and all of Frank Herbert's "Dune" books!
- · One box of Tempest boosters coming right up for Oakland, Michigan's Donald Mission for solving the "Socrates Gambit" Dead Man's Hand.

You're out there.

And

you're

not

alone.

No Limits.

April 1998

Find out more about the science fiction roleplaying game at www.tsr.com or call 206 624 0933



TEUS INCHES

INSIDE

Revamping the Vampire RPGs. Page 14.



Alternity on the Horizon. Page 16.



Shadowrun Running Strong, Page 20.

PLUS:

- Xena Collectible Card Game Page 14.
- NEW InQuest's Magic Player of the Month. Page 16.
- OverPower CCG finds a home. Page 18.

New Rules Manager for *Magic*

Beth Moursund says one thing, D'Angelo says another, and Tom Wylie overrules both of them. You get a different answer every day."

This statement from a Pro Tour level player sums up the sad state of *Magic's* rules muddle. With hundreds of new cards every year and constant—often bizarre—DCI rulings and reversals, *Magic* is in danger of being

crushed under the massive weight of its own rules.

This situation will hopefully get better with the recent naming of long-time DCI judge and InQuest "Stumpers" columnist Beth Moursund as the new Magic rules manager; she is replacing Tom Wylie in that position.

Under the present system, even tournament judges are frustrated by the constant changes. "There's a

constant changes. "There's a **InQuest columnist Beth Moursund.**problem with any game in which even the best players don't know the rules. In chess, for example, you never find a serious player who doesn't know how the game is played," said Matt Hyra, a Level III judge.

Magic's rules police have a new leader-

Dan Gray, the highest ranked judge who isn't employed by Wizards of the Coast, added, "Nonstop tinkering frustrates everyone and makes the rules extremely difficult to learn and remember."

Even locating the most current set of rules can be an arduous task. Stephen D'Angelo, WotC's official rules summary network representative, posts a rulings summary on the Internet, but reading this overwhelming 270-page compilation can leave players more confused than when they started.

After her appointment, Moursund expressed a strong commitment to addressing these problems. "My first

priority is to put out the current brushfires—the problems with continuous effects, counters on Mishra's Factories, that sort of thing. Then I'll look into other areas that have been causing a lot of confusion," she said. "The rules team and I will also see if we can streamline the rules without making major changes," Moursund said. "I'll also be working with the designers of next year's sets to try to catch problems before they make it into print.

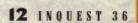
"Tom Wylie was working on a lot of different projects, so he didn't have the time to watch for developing problems and work out solutions with the Rules Group,"

Moursund said,
"That's why they've
brought me in."
Moursund believes that
any large-scale reworking of
the rules should wait for Sixth
Edition. "The current rules do
need some patching here and
there, maybe a bit of glue or duct

tape, but the overall structure is sound," she said.

The current rules errata process has all proposed changes go through the Rules Group, which is comprised of people from *Magic* research and development and the Duelists' Convocation International (DCI). Agreed upon changes get reviewed, poked and prodded by WotC customer service, the net reps and top-level tournament judges. Those that survive this process are compiled and take effect on the first of each month. Changes are published on WotC's web site and highlights are featured in *InQuest's* "Magic Updates" column (page 21).

Now that this process has someone in charge who can devote the required time to it, Magic fans should see improvement. Unfortunately, fixing the current mess will require even more rules updates and clarifications. © Collin Jackson





998 releases for Trinity

Hidden Agendas: Trinity Storytellers Screen & Book

Darkness Revealed: Descent into Darkness -Adventure book 1 of 3

Trinity: Luna Rising - Psi Order ISRA and Luna Sourcebook

Trinity Technology Manual

Darkness Revealed: Passage Through Shadow -Adventure book 2 of 3

Trinity: America Offline-Psi Order Orgotek and North America Sourcebook

Darkness Revealed: Ascent into Light -Adventure book 3 of 3

New Developers for White Wolf's Vampire RPGs

he World of Darkness is undergoing a, umm... revamping. Justin Achilli, former *Vampire: the Dark Ages* developer has been named developer for the top-selling *Vampire: The Masquerade* game.

Achilli plans to take *Vampire* into the modern night. "I see vampires getting more involved in modern idioms," he says. "If the Kindred are truly everywhere, their society needs to reflect it. I very much want to distinguish *Vampire* from the rest of the stuff that's out there... *Vampire* is its own unique entity: a rich, passionate horror game that doesn't get mocked on 'The Simpsons,'" he said.

Though he can't reveal many details, Achilli promises "plenty of surprises and details on as-yet unexplained lore" in the future of *Vampire*. His first major short-term project is *Transylvania Chronicles 2: Son of the Dragon*. In this chronicle, players' characters will not only witness significant events in *Vampire* history, but take part in them.

"The real world and the World of Darkness have changed significantly in the past six years," Achilli said. "I'll do what needs to be done to reflect that."

As Achilli steps out of his *Dark Ages* shoes, Richard Dansky steps in. Dansky is the former developer for *Wraith: The Oblivion* and is excited about his new challenge.

Dansky plans to dive head-first into the Dark Ages with Jerusalem by Night, a book covering the city's history, inhabitants and politics, and touching on the surrounding Crusader Kingdoms. He intends to continue what has gained him the respect of Wraith fans everywhere: his noholds-barred, hands-on, personal approach to game



White Wolf's Vampire RPGs are-a-changin'.

development. Dansky has never been afraid to tackle tough subjects as was demonstrated when he published the controversial *Charnel Houses of Europe: The Shoah*, a book about the Holocaust, for the *Wraith* line.

In his new role, Dansky plans to focus on the conflicts of faith and class and on the inner workings of the vampires of the Dark Ages, rather than simply their machinations. "Death and resurrection are core themes in so much religious thought," Dansky says. "Vampirism encompasses both. I think there's a natural fit there and a lot of fertile ground to be explored."

Heather Grove

Xena: Collectible Princess

Xena, Warrior Princess, is preparing to flip, punch and kick her way into the hearts and wallets of collectible card game buffs everywhere.

A CCG based on her top-rated syndicated TV show is slated to be Wizards of



Lucy Lawless plays Xena. And now you can too—well, at least in the GGG.

the Coast's next big mainstream release. Using the ARC system rules which debut with the comic CCG C•23 in April (see "WotC's Next big Collectible Card Game," IQ News, InQuest #35), Xena will combine simple gameplay with a hot TV property in an attempt to attract new gamers.

"Xena conventions attract 20,000 people every year, and conventioneers we demonstrated the game to loved it," said Associate Brand Manager Paul Randles. "Not only did they love it, but within 15 minutes, they were playing and, in many cases, winning."

"And if the established gamer is any kind of Xena fan, they're gonna love the images and flavor text taken directly from the scripts of the show," Randles added.

Following on Xena's heels will be the Hercules: The Legendary Journeys CCG. Like all ARC system games, these titles will share the same basic rules but each will also have something unique to its game play. Xena and Hercules should both come in 40-card starter decks, retailing for \$6. Boosters will have 12 cards and cost \$2.50. Tom Slizewski

WE LOOKED IT UP



Simulacrum

(sim•yah•lay•krahm) 1. An effigy, image or representation. 2. A slight, unreal or superficial likeness or semblance. 3. Artifact in Magic: The Gathering that allows you to redirect damage done to you to one of your creatures. 4. Pretending to be a small piece of bread.

14 INQUEST 36



Spell Masters

The five colors in Magic have 947 combined spells that do not summon creatures. Which colors have the fewest creature-summoning cards? The most? Check out this graph:

(57% of blue spells do not summon creatures) (53% of white spells do not summon creatures)

(44% of red spells do not summon creatures)

■ The InQuest Staff

MAGIC PLAYER OF THE MONTH

MATT PLACE, 22, from Kansas City, Kansas

DCI STANDARD RATING: 1936 (69th in world) STARTED PLAYING MAGIC? 1994. One week before the

release of Legends.

FAVORITE MAGIC CARD? Mind Twist

FAVORITE NON-MAGIC **GAME?** Legend of the Five Rings CCG

FAVORITE MUSIC GROUP:

The Beatles ADVICE TO NEW TOURNA-

MENT PLAYERSP "Don't

ever be afraid of losing. Find the best players to compete against to challenge and improve your skills."

BIO IN BRIEF: After finishing third in the U.S. Nationals and Worlds in 1996, Place struggled through the next six Pro Tours, finishing 166th in Paris. He turned his luck around, however, and became our first player of the month by winning Pro Tour Mainz this past December.



MAGICUSSECTED From Here to Alternity

Roleplaying's "space race" is heating up next month with TSR's launch of the *Alternity* RPG.

In a genre already crowded with games like White Wolf's new Trinity, as well as old favorites like Rifts, Traveller and Star Wars: The RPG, Alternity hopes to carve its niche by being familiar and accessible. "Alternity emphasizes an easy-to-use



Alternity hopes to win fans by being accessible and user-friendly.

central game mechanic" according to Bill Slavicsek, TSR Product Group Director and Alternity co-designer. He feels this mechanic makes the game "a powerful tool for players and gamemasters who like to try new things or experiment with settings without having to learn new systems."

Alternity's strength is its flexibility. "It isn't designed for a single setting or genre, but instead works for any sci-fi genre you can imagine," says Slavicsek. Alternity is so adaptable that TSR has even considered converting old favorites like Gamma World and Star Frontiers to the new system.

Alternity will be marketed similarly to AD&D, with hardcover core rule books, followed by campaign settings and other source materials. The first campaign universe will be Star*Drive, set in 2501 as humans and a variety of aliens seek to recover from a hundred-year galactic war. TSR describes it as "a gritty, industrial space opera" centered on the frontier region known as "the Verge."

TSR's financial difficulties in 1996 and 1997, and its purchase by Wizards of the Coast, delayed Alternity's planned GenCon 1997 release until Spring of '98. Last year's GenCon did see publication of 2,600 limited edition Player's Handbooks as well as the introductory miniadventure "Cauldron Station."

The unlimited edition Player's Handbook will be available in April, with the Gamemaster Guide following in May. The Star*Drive campaign setting is scheduled for a July release. All three will be priced at \$30. TSR has a total of 10 Alternity game products and two novels planned for '98.

For the most current information on any TSR product check out their web page: www.tsrinc.com. I Michael Breen

ege



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BEST SELLERS

TOP 10 CCGs

- 1. Magic: The Gathering
- 2. Star Wars
- 3. Legend of the **Five Rings**
- 4. Dune
- 5. Shadowrun
- 6. BattleTech
- 7. Middle-earth
- 8. OverPower
- 9. Vampire:TES

From unranked to

number four, the

newly released CCG

based on the Frank

Herbert sci-fi novels

makes a big splash in

its first appearance

on the charts.

10. Rage

Dune

TOP 10 RPGs

- 1. Advanced **Dungeons & Dragons**
- 2. Vampire
- 3. Star Wars: The RPG
- 4. Rifts
- 5. Werewolf
- 6. Changeling: The Dreaming
- 7. Deadlands
- 8. Wraith: The Oblivion
- 9. Trinity
- 10. Call of Cthulhu

BIGGEST MOVER



OverPower Finds a Home

Spider-Man and his costumed collectible card game cohorts are orphans no longer. Fleer/SkyBox is transferring custody of the comic-book-based OverPower CCG to another branch of Marvel Entertainment Group: Marvel Interactive (MI).

"Most of our activity online has been about creating new brands of entertainment and building community," said Marvel Interactive Senior Vice President Paul Kallis. "OverPower is an established brand [and] moving into other media with existing brands is a lot easier."

MI is trying to finalize plans for a June or July release of the game's next expansion, Image OverPower, and intends to revitalize the OverPower Legion fan club, web site (www.overpower.com) and help line (800-OP-RULES). Weekly America Online Over-Power chats resumed in February. MI also intends to create OverPower online and computer games.



"Outta my way Fleer/SkyBox, OverPower's got a new owner."

Fleer/SkyBox Entertainment Director Steve Charendoff said that MI "wanted it the most and... made an offer that made the most sense." He noted that "a handful" of companies had shown interest in the game and that MI's corporate ties were not a compelling factor in the decision. The exact terms of the deal were not disclosed, but Fleer/Sky-Box will retain an ongoing interest in the game without overseeing or monitoring it. Matthew E. Milliken

BLAST FROM THE PAST

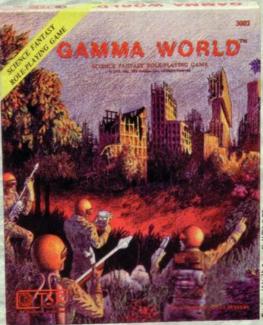
A LOOK AT *INQUEST*'S FAVORITE CLASSIC GAMES

NAME: GAMMA WORLD **ORIGIN: TSR, 1978**

TYPE: Science-Fantasy RPG

CONCEPT: Player characters—as humans, mutants or mutated animals/plants-explore a postapocalyptic Earth while wielding futuristic weapons and mutant powers.

LEGACY: Continuing the evolution begun in 1976's Metamorphosis: Alpha RPG, Gamma World plays very much like Advanced Dungeons & Dragons, making it a pioneer of sorts as a "shared system" game. But Gamma World's major legacy is goofiness. GW is made for those who like their roleplaying on the absurd side: Player characters could be mutant emu, penguin hybrids and, yes, even walking/talking cacti. And items such as toasters were considered valuable finds. Characters like "Arley Avidson" and "Sears" with his rifle "Roebuck" inevitably populated the absurd realms of Gamma World. AVAILABILITY: Gamma World went through three editions and had nine scenario/supplement packs released for it. The last edition was printed in 1986 and the game is now out of print; however, it's still readily available at cons and used-game stores. Brent Fishbaugh



Got Milk?



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NEWS BITES

"Shoulda listened to mom those many years ago."

*TSR's website is offering up numerous chase and promo cards for Blood Wars to anyone willing to send a self-addressed stamped envelope to: TSR, Inc., Attn: Sean Reynolds— Blood Wars Card Offer, P.O. Box 707, Renton, WA 98057-0707.

 Decipher has put commercials for its Star Trek: First Contact CCG expansion online at its site for download: http://www.decipher.com/newsondhighlights/firstcontact/index.html.

Columbia Games is giving away decks of its *Dixie*, a two-player American Civil War card game, for just the price of postage. Five dollars gets you two decks, 120 cards. Check out www.columbiagames.com or call (360) 366-2228 if you wanna get in on the deal.

• Gold Rush Games announced it's reached an exclusive distribution agreement with author Hal Schuster. Schuster's next book is expected to be XenaPhile: The Unauthorized, Uncensored Guide for Fans of Xena and Hercules.

• Fans of Magic artist Ken Meyer Jr. will want to check out Gustav, P.I. (Paranormal Investigator) from NBM Publishing. Meyer painted all 48-pages of this full-color graphic novel.

 Central Park Media, the leading distributor of Japanese animation, is releasing the genre's first CD-ROM game: Takeru: Letter of the Law.

Westwood will soon release its realtime strategy PC game Dune 2000, the third in their line of Dune games, which is a revised version of Dune 2, with multiplayer capabilities and high-res graphics.

GT Interactive is developing a state-of-the-art Trans Am racing game. The simulator is set during the 1968-1972 Trans Am racing seasons, and lets you get behind the wheel of a '68 Chevrolet Camero, '70 Boss Mustang FB, '70 Pontiac Firebird, '66 Dodge Dart or '72 AMC Javelin.

Microprose and FASA Interactive are having Zipper Interactive develop MechWarrior 3, in order to take advantage of Zipper's powerful 3D engine that allows unrestricted movement with a fast frame rate.

"Kindred: The Embraced," the short-lived TV show based on White Wolf's Vampire RPG is being released on video in mid-March. The video threepack from Republic Entertainment will contain all eight finished shows, including the never-aired "Nightstalker" episode.

• French magazine VSD reported that actress/singer/model Vanessa Demouy is secretly working on a movie that's believed to be a live-action feature film based on the Sony PlayStation game Tomb Raider.

Demouy is a Lara Croft lookalike, and the magazine ran a full spread of pictures of her dressed as Croft.

 Director Jay Roach ("Austin Powers") is expected to direct an adaptation of the Douglas Adams novel The Hitchhiker's Guide to the Galaxy, from a script he'll co-write with Adams. A tentative release date is set for the summer of 2000.

 Production on director Peter Jackson's live-action adaptation of "Lord of the Rings" is expected to begin soon, and Sean Connery is still rumored to be playing Gandalf.

• Newsweek recently reported that a third "Ghostbusters" film is in early development, with Dan Aykroyd, Bill Murray, Harold Ramis and Ivan Reitman all expected to return.

Bond children Jason Connery and Deborah Moore will co-star in "Merlin: The Quest Begins," as Merlin and Nimus, respectively. The forthcoming syndicated series chronicles the adventures of the young magician, as he first learns to use his powers.

Fox has ordered a pilot for a new horror mystery series named "Hollyweird." Created by Shaun Cassidy ("American Gothic") and Wes Craven ("Scream"), the show will star a pair of 20somethings from Ohio, who investigate bizarre crimes in Los Angeles and turn it into a weekly TV show for their hometown cable station.

A new season of the maturely immature animated series "South Park" will premiere on Comedy Central in May. Additionally, an R-rated "South Park" feature film is in the early stages of development.

The seizure-causing Japanese carloon
"Pocket Monsters" is expected to make
its premiere on U.S. television this fall. The
scene of intense flashing that triggered
seizures in many Japanese children has been
edited out of that episode.

Jack Nicholson recently began dropping cryptic clues to a possible upcoming Batman film. After being asked what movies he has coming up, he replied: "The Joker is coming... and that's no laughing matter!"

Six Flags Magic Mountain in Southern California opens its new standing Batman rollercoaster, "The Riddler's Revenge," later this spring. This "tallest, fastest" coaster reaches heights up to 156-feet and soars to a top speed of 65 miles-per-hour, as it races along nearly one mile of green steel track. The new attraction is the centerpiece of the park's 4.9-acre Movie District expansion.

By Sean "ZENtertainment" Jordan & the InQuest Staff

news

Success in the Shadows

emember *Towers in Time?* Or *Netrunner*, the light-selling, critically acclaimed collectible card game from Wizards of the Coast? Or the dozens of other CCGs that quickly passed into cardboard oblivion? Probably not.

Few CCGs have been able to find a following in the highly competitive game arena. Of the 63 CCGs detailed in last year's "Full Deck" feature (InQuest #25), only 10 are still being supported.

And though the survival rate for new CCGs is dismal, a few manage to beat the odds. One such is FASA's *Shadowrun: The Trading Card Game*. Released last August, this game will soon enjoy its second printing and first expansion—*Underworld*.

According to FASA, 60 percent of the first printing sold within a month and most of the rest after four months.

"We were confident that the property was strong enough to make a good profit, be a strong game and potentially be an added game line," said FASA President Jill Lucas. "We're very happy with it."

Shadowrun: TCG is based on FASA's 8-year-old RPG of the same name and blends fantasy and cyberpunk elements; its success is likely due to loyal Shadowrun players and FASA's track record of quality products, which encouraged favorable handling from distributors and retailers.



FASA's *Shadowrun* CCG, based on their popular RPG, is blowing fans away.

"I am the happiest guy on the planet because I think we succeeded [in creating] an interesting, fun card game that will make a person who plays it become interested in the rest of the roleplaying game," said Mike Mulvihill, who manages the *Shadowrun* line and helped design the CCG.

The *Underworld* expansion due out in March will add 141 cards and be sold in 15-card booster packs. "There's an obvious theme of the underworld syndicates—mafia, yakuza—in addition to Lone Star and gangs," said *S:TCG* lead designer Mike Nielsen. Players can also expect to find deadly biological virus tokens, shamans and help for elves battling strong opponents like Lord Torgo.

The revised core set is due in April and will be called Second Run. It's scheduled to have 350 cards, a handful of new illustrations and 25 to 50 new cards.

Matthew E. Milliken

Places to Play *Magic*

Wizards Of The Coast wants to see you in the zone—the Magic Zone. Magic Zones are WotC's latest effort to broaden the appeal of their Magic: The Gathering collectible card game. The "Zones" will offer younger players (ages eight to 15) a place to gather and play their favorite game with adult supervision. Magic Zones will be located in libraries, community centers and schools, but not in retail stores. Volunteers from retail stores will, however, teach Magic and run non-competitive tournaments.

According to Patricia Krause, clubs coordinator for junior programs at WotC, the intent behind the *Magic* Zones is to provide a safe place for social play. Players will be able to meet other players, learn about the game and its rules, and compete against each other at a casual level, well below that of DCI or the Pro Tour. *Magic* Zones will also provide a way for parents who are curious about *Magic* to learn about the game that's sucked up all of their kid's free time.

The first Magic Zones should be in place in March, with Connecticut, Florida, Illinois, Missouri, New Hampshire, New Jersey, New York, Texas and Washington likely to have the first sites. Anyone interested in establishing a "Zone" or learning more about the program should contact Krause at WotC's website (www.wizards.com) for more information.

SteveLong

MAGIC UPDATES



GENERAL RULINGS

 Abilities that enable you to play a spell or ability without paying its casting cost or activation cost do not eliminate additional cost; those must still be played. For example, playing a White Knight with both Aluren and Gloom in play costs three generic mana.

both Aluren and Gloom in play costs three generic mana.

• There is no longer a "between turns" step. [Thus the ridiculously stupid Wall of Roots/Stasis/Magma Mine combo is officially illegal. —ed.]

ERRATA

 The word "base" should appear before power and toughness on all spells and abilities that can turn a permanent into a creature.
 This means that counters affect the creature and that reactivating the ability doesn't reset its power and toughness.

 Interdict's second sentence should read: "Activated abilities of that permanent cannot be played again this turn." Note that "activated ability" means "ability with an activation cost."

On all cards that have one of your opponents make a choice, "target opponent" should read "an opponent."

Time Vault's first activated ability should read: "Skip your next turn: Untap Time Vault and put a time counter on it. Play this ability only if Time Vault is tapped and only once each turn."

SPECIFIC CARD RULINGS

 When Minion of the Wastes is about to come into play by any means other than being cast, you must choose an amount of life and pay it right before the Minion comes into play.

 REVERSAL: Global effects that change one land type to another overwrite all of a card's current land types. For example, Conversion turns Badlands into a Plains, not a Badlands that counts as both a Swamp and a Plains.



"InQuest, read the InQuest, it's a modern stone age magaziiiine. From the, town of Congers, it's a page right out of historeee." And history is what we're documenting here every month in "IQ Confidential." Sure, it's news now, but a few years from now it won't just be old news, it'll be history:

- Wizards of the Coast is working on a parody Magic expansion (working title: Magic:TG—Unglued.) featuring several dozen ultra-powerful "fun" cards. These cards should look like standard Magic cards but won't be tournament legal and will have wild and wacky powers. Hmmm... Isn't there a magazine that's been doing this kinda thing for years?
- There may be a **GenCon boycott** in the works. The steep price increases for exhibitors reported in last month's column have caused some smaller companies to "just say no" to the biggest hobby gaming con in the world. Leading the naysayers is Steve Jackson Games (*GURPS*, *In Nomine*). Jackson has announced that his company won't be there. Palladium Books (*Rifts*, *Nightbane*) and R. Talsorian (*Cyberpunk*) also announced they are opting out.
- West End is reportedly one of five companies looking to acquire licenses from Central Park Media to produce games based on hot anime properties like "Dominion." Central Park was very happy with the work R. Talsorian did on Armored Trooper VOTOMS and apparently others believe there's unmet demand in the anime game market.
- A TSR staffer was kind enough to clarify the company's noncompetition policy mentioned in InQuest 34:

"The creative staff is not allowed to write games for TSR competitors. On the other hand, if a TSR staffer writes a non-campaign setting-specific book, all TSR asks is right of first refusal. (And the staff is always free to write non-competitive works, as long as such projects don't interfere with normal work.) The six-month moratorium is a remnant of the past ownership/administration and no longer will be enforced—that's why the prodigal artists haven't been asked to sign such an agreement."

- This summer look for a parody of the Settlers of Catan game. With the working title, Settlers of Kentucky, this Ken Whitman design will have players managing resources like hound dogs, tobacca and junk cars in an attempt to be the first to build shacks and raise stills. Packaging is reportedly going to be a plain brown paper bag.
- Rumor has it that new *Feng Shui* supplements are in the works. *Feng Shui*'s publisher, Daedalus Games, has been mired in bankruptcy court and can't produce new material for this well-received roleplaying game of kung fu action movies. An unnamed company has allegedly been given the OK to produce *Feng Shui* supplements. The first of these is supposed to be out by late Spring '98.
- "IQ Confidential" stated in issue #34 that Mr. Tapio committed a crime by producing a magazine and supplements for Avalon-Hill's Advanced Squad Leader game. Since the court ruled in his favor, technically, no crime was committed.

Remember, you saw it here first. Why you'd wanna remember that, we don't know, but they say that a lot on TV, and since we've all watched too much TV, we're saying it too. If you get hit up by a panhandler who used to be a famous game designer let us know at IQSecrets@aol.com

REVIEWING

The Hercules & Xena Roleplaying Gar

Test End Games are the undisputed kings of licensed gaming. They've done "Star Wars." They've done "Men In Black." They've done "Tank Girl" and "Tales From The Crypt," for chrissakes! Now, they're tackling "Hercules: The Legendary Journeys" and "Xena: Warrior Princess," two of the most popular television shows in syndication, in their latest RPG.

The game system is based on WEG's d6 rules; fans of the Star Wars RPG and the other d6 games will recognize elements like the wild die, character points and Fate points which act like Force points do in Star Wars. The main difference between

d6 and H&X is in the use of the custom Hercules & Xena dice in determining success or failure. Each die has two Hydra head icons and four Chakram ("the round killing thing") icons. After rolling, the player counts the number of Chakrams; if the total exceeds the GM's set difficulty number, the action succeeds. This minimizes the amount of addition that players need to do and speeds up play. On the downside, you need enough H&X dice for all your players, which might mean sharing dice during a game. (Or buying more dice. Ka-ching!)

The Player's Guide contains everything a player needs to create a hero, including over 20 hero types, a comprehensive list of Grecian names, several races from which to choose, brief skill descriptions, examples of special combat moves from the TV show and an optional system of advantages and disadvantages for detailing characters. The remainder of the book is a guide to the Ancient World, including stats for the show's main characters, the Joxer song and brief notes on the gods. The flair and attitude of the narrator make reading this

rulebook enjoyable. Just check out the fine **HERCULES & XENA RPG**



PUBLISHER: WEST END GAMES LEAD DESIGNER: GEORGE R. STRAYTON

GENRE: FANTASY

RELEASE: FEBRUARY 1998 FORMAT: 96-PAGE PLAYER'S GUIDE, 112-PAGE GAME

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print on the money-back quarantee for spears.

The Game Master's Book contains the meat of the system rules. There are chapters on skills, creating adventures, running combat, another overview of the Ancient World, expanded notes on the gods and statistics for the more memorable villains of the Ancient World. This book is mostly game rules, plus tips for fledgling gamemasters to simulate the action of the TV show.

The Hercules & Xena

RPG, like the TV show, is action packed. Although a little simplistic for hardcore players, it's an excellent game for first-timers and those apt to come up with wacky solutions for situations. Plus, at only 30 dinars, it's a bargain that would make the merchant Salmoneous blush. Chris Doyle

- Detailed roleplaying notes are provided for several gods. "Role-play Hermes like a late FedEx delivery guy on amphetamines?"
- The Thrill Scene game mechanic from Men In Black is here again. Instead of a difficulty number, a player needs to roll the Thunderbolt of Zeus on the "wild die" a certain number of times in a 10 second period. Excellent for actions that need to be performed in a short amount of time.
- The solitaire adventure is an outstanding method to teach game mechanics.
- Enjoyable to read and easy to understand.

- The customized dice that are necessary to play. Don't tell Hera, but to substitute a standard six-sider, 1-2 are Hydra and 3-6 are Chakrams. On the wild die, a 1 is the Eye of Hera and the 6 is the Thunderbolt of Zeus.
- A few more examples of game mechanics would have gone a long way to facilitate learning the system.

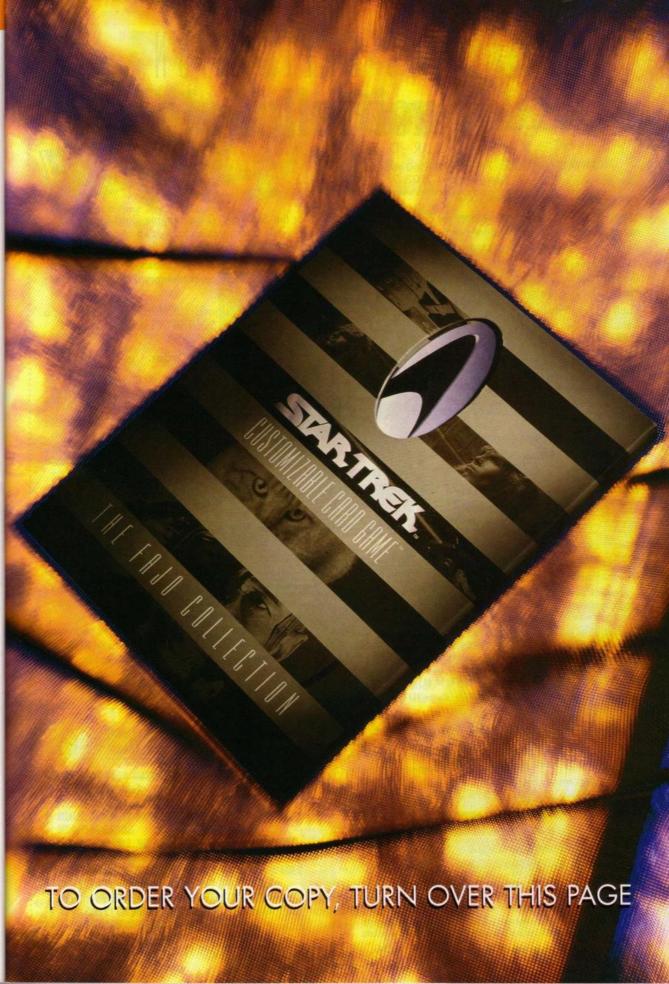
 Overall, the system encourages a "make up the rules on the fly" position as opposed to one with well-defined game mechanics. Although this is an advantage for inexperienced gamers, most veteran players would probably be disappointed at the lack of charts, statistics and conversion factors.











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CUT

The Fajo Collection RELEASES

(A) ith First Contact in stores less than a month, Decipher has released The Fajo Collection, an extremely limited set of 18 cards for the Star Trek Customizable Card Game. Although certainly targeted towards the collector-only 40,000 copies will be printed-with so

many powerful cards, many of these sets will see more play time than shelf time.

Players will be thrilled that there really isn't a card in the set that should remain unplayed for long. There are a lot of favorites, like Lore and Locutus of Borg, and a few cards whose power will show after time. One of the more underrated cards is Spot, Data's cat on the show. She may look innocent, but she can "pounce" on any one personnel present, and disable them for the turn. Yow! "Hey, Mr. 10 Strength with the Type III Phaser Rifle! Yeah, I'm talking to you! Sit down! Meow!" (Did I mention that she has nine lives?)

The Fajo Collection introduces the first dual personnel card (the

Sisters of Duras has two people on one card, and they're also dual affiliation), the first dual-type card (an interrupt/event), the first triple affiliation personnel and the first Q's Artifact. It also introduces the nemesis icon, where certain cards are made to battle each other.

The most exciting part of this set is how each card was designed with a lot of attention to detail. From Guinan's vibrant yellow hat to the metallic ink on Picard's Artificial Heart to the bubble gum included with the 1962 Roger Maris Baseball Card, you can tell that this is unlike any batch of cards ever made by the company. The picture of Geordi on DNA Metamorphosis even glows in the dark!

The set is shipped in an attractive binder that would look quite nice on a bookshelf. It includes a signed certificate of authenticity and a

great rulesheet that has insider design notes, specific card rulings and even a full THE FAJO COLLECTION translation of the first card

GAME: STAR TREK CUSTOMIZABLE CARD GAME



printed in Klingon!

This set will have a

serious impact on the

game, but its limited avail-

ability means that it may

be a while before the

cards show up in the

majority of decks. Like the

late night ads say, The Fajo

Collection is not available

in stores...so, if you

want one, order yours today. Jason Robinette

PUBLISHER: DECIPHER **GENRE: SCIENCE FICTION**

RELEASE: JANUARY 1998

SET SIZE: 18 CARDS

FORMAT: 18 CARDS, RULE SHEET, COUPON FOR \$50 OFF WHITE-BORDERED UNCUT CARD-SHEETS. SIGNED CERTIFICATE OF AUTHENTICITY, BINDER SUGGESTED RETAIL: \$80 PLUS SHIPPING & HANDLING

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PER HOUSEHOLD.

"Be the only kid on your block with a Roger Maris card."



AD&D: Cormanthyr: Empire of Elves

Enter a realm where ancient elves have ruled for millennia, where a great forest spreads across the entire Heartlands. Enter Cormanthyr in this Arcane Age campaign setting. TSR. 160 pages. \$24.95.

AD&D: Monstrous Compendium, Planescape Appendix III

The third installment in the Monstrous Compendium series for Planescape brings 17 more worlds to the table. Creatures from the Inner Planes run rampant as we discover longlost secrets on the beings of the Astral, Ethereal and Elemental planes. TSR. 128 pages. \$21.95.

AD&D: Servants of Darkness

The heroes are caught in the middle of a massive witch hunt in this Ravenloft adventure. It will take wits, skill and more brainpower than simply knowing that very small rocks do not float to stop the overzealous cleric conducting the Inquisition in the Demiplane of Dread. TSR. 64 pages. \$12.95.

BattleTech CCG: Arsenal

Gunships. Hundred-ton assault tanks. Ground troops. With the fourth expansion for the BattleTech CCG, you'll get a variety of nonmech vehicles and infantry that will turn the tide in any mech standoff. Approximately 100 cards. Wizards of the Coast. 15-card booster packs; \$2.99 per booster.

Conspiracy X: Forsaken Rites

Scooby Dooby Doo! Where are you? There are way too many spooky beings included in this supplement for the minds of mortal men (and Thelma). Includes new descriptions of ghosts, demons and other supernatural beings as well as details on magic history and organizations, rituals and its corruptive powers. Eden Studios. 96 pages. \$16.

"A gold mine for Storytellers."

The Technomancer's T

The Technomancer's Toybox ranges from hideous to sublime. Luckily for us, the hideous is almost all cosmetic and it's well worth getting past it to the rest. Toybox starts off with an engrossing but alltoo-short story snippet. Just when I got into it, it said "to be continued." Usually, the stories in Mage books last long enough for you to feel satisfied, but wanting more. Not this time, though. I just wanted more.

Let's get the artwork out of the way early. It's typical for White Wolf, which is to say that it ranges from the awful to the amazing (heavier on the good though, this time), and the cover art should be taken out, riddled with bullets, then dissolved in acid.

Each section is introduced

lot of information he isn't supposed to have. Unfortunately, in the first part, he comes across like a prepubescent boy with a "WE IZ KOOL" attitude. (This harks back to the main problem with the

VA's: Too many of them

by "Doctor Volcano," a Virtual Adept with a

come across this way.) Luckily, he gets better later.

When I said that it's well worth getting past the cosmetic problems to the rest of the book, I meant it. It starts out with a brief-but-useful section on mechanics related to the use and creation of Devices, then moves on to the Devices themselves. I was afraid going in that it was going to read like the small sections of Devices in other White Wolf books: Short descriptions that, while mildly useful, aren't very interesting. I was wrong. The descriptions of the Devices are long, filled with plot hooks, background and interesting characters, restricting the nitty-gritty game

details to a brief paragraph or two at the end. This is a gold mine for Storytellers.

Yes, some of the Devices look like they could be abused by power-gamers ("The Ragnaroc Home Security System" and "The Chopper")—until, that is, you read the restrictions and side-effects. Then there are the things that look like cheesy B-movie inventions ("Telepathy Specs" and "Vrum Vrum Boom")... but again, only until you read the full description. Then the cheesy becomes horrifying and the laughable transforms into the terrifying.

Toybox takes a dubious idea and makes something wonderful out of it. Get past the cover and Doctor Volcano's intro (complete with smileys) and bury yourself in it. Heather Grove

GAME: MAGE: THE ASCENSION PUBLISHER: WHITE WOLF DEVELOPER: PHIL BRUCATO

GENRE: SUPERNATURAL HORROR **RELEASE: JANUARY 1998**

FORMAT: 104-PAGE SOFTCOVER

SUGGESTED RETAIL: \$15

ge: The Book of Houses

nolitics. Intrigue. Nasty name-calling behind intricate masks of courtly kindness. If you thought the sidhe weren't complicated enough to begin with, you need Noblesse Oblige: The Book of Houses.

Noblesse Oblige is a detailed and entertaining, if occasionally obscure, look at the five Seelie houses that rule the Fae Court. The history and the legends surrounding the founding of each house are given, as well as their political leanings, biographies of important members and the real stories behind the laws the houses supposedly uphold.

The stories are well-written and the art is exceptional. Each house has its own style and areas of interest, reflected

both in the style of writing and in the content. House Dougal's chapter is a

NOBLESSE OBLIGE

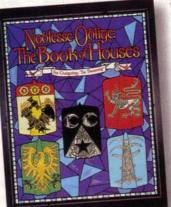
GAME: CHANGELING: THE DREAMING PUBLISHER: WHITE WOLF

AUTHORS: BRYANT DURRELL, JENNIFER HARTSHORN, DEENA MCKINNEY. **WAYNE PEACOCK AND ETHAN SKEMP**

GENRE: FANTASY RELEASE: FEBRUARY 1998 FORMAT: 144-PAGE SOFTCOVER SUGGESTED RETAIL: \$18

rambling monoloque of

the history of the fae, told by one of their nobles, while the Fiona's tale is told in sweeping epics, secret love letters and juicy court gossip. This does occasionally



lead to holes in the information, though, and the authors left House Liam as the least fleshed-out house.

Unfortunately, the pretty stories in Noblesse Oblige are just thatpretty stories, nothing more. No rules and very few game mechanics are added, nor are many of the details in the book of the sort that would be useful in constructing plots for a game. When rules are mentioned, the reader is often

simply referred to other books. Also, the doings of the noble houses are not of much interest to the commoners, and the nobles tend to think more on the scale of generations than months or years. As background information it's interesting, but that's about it.

This is not to say that the book is worthless; for some sidhe players or storytellers heavily interested in intrigue and political plots, it may be useful. Buy it for the art. Read it for the stories. But unless you're a believer in better gaming through elfin politics, don't expect it to radically improve your game. Rebecca Schoenberg













GURPS Bio-Tech

ant to build your own replicants like those in "Bladerunner" or your her "child" in "Alien Resurrection"? This book is for you.

GURPS Bio-Tech is not what you might expect. There are no "generic" body parts or abilities to be plugged into your science-fiction game-only specific, highly detailed ones.

Instead, Bio-Tech begins with a timeline that stretches from before A.D. 1450 through today and then beyond. Technological advances occur at certain periods, both known historical events and those possible in the future. All the genetic and biotechnological modifications are fit into these periods and allow you to limit the technology available at certain times during your setting.

The abilities this book provides for gamemasters or players to engineer their characters are farreaching and diverse; they range from the predictable, such as the mere modification of cosmetic appearance or statistical abilities and cloning, to the obscure-yet-

useful like "Testicle Tuck," which allows you to remove your male character's most valuable asset from harm's way. Details such as monetary cost, recuperation time and technological level required are provided for each ability or modification.

The outcomes and lists of possible genetic manipulation are invaluable in themselves, but this supplement goes beyond that. Do you want to play the tinkerer instead of the tinkeree? Great. There's a section of character classes based around the genetic-modification aspect: genginneers, gene cops that regulate the use of the technology, bioterrorists and so on. There are also sections on sciences related to immortality and the preservation and extension of life. Maybe you want an engineered plant or animal companion instead? The directions are here.

The bibliography in Bio-Tech is aces in the hard-science department, but it skimps in the fiction areas and disregards the rich tradition

of films dealing with the subject; this is somewhat disappointing, as this is usually one of the

BIO-TECH



GAME: GURPS

PIBLISHER: STEVE JACKSON GAMES

AUTHOR: DAVID PULVER **GENRE: SCIENCE FICTION**

RELEASE: FEBRUARY 1998

FORMAT: 144-PAGE SOFTCOVER

SUGGESTED RETAIL: \$19.95 CONTACT: SJGAMES@10.COM

"Remove your own human-alien hybrid like Ripley or male character's most valuable asset from harm's way."

BY DAVID PULUER STEVE JACKSON GAMES

more informative sections in a GURPS

supplement. The art is typical, neither

here nor there, but the rest of the book

more than makes up for it; it's a must

read for SF writers as well as gamers. You

may go into this supplement looking for

a way to merely give your character claws or a tail, but you'll come away singing

"Hello Dolly" ... and know how to

clone her. Brent Fishbaugh

MARCH RELEASES

Conspiracy X: Shadows of the Mind: The Psi Sourcebook

After more than 50 years, the secrets behind Aegis' use of psychics as pawns are revealed! Only now can the true story of MKULTRA's horrific experiments and the government's programs to develop psychic powers be told. This new supplement for the world of Conspiracy X includes descriptions of old and new psychic disciplines as well as new player profiles and psych backgrounds. Eden Studios, Inc. 112 pages. \$17.

Deadlands: Fire & Brimstone

Praise the lord and pass the buckshot! This newest sourcebook for preacher characters in Deadlands Weird West should blow the lid off religion and prayer. Just what does the Lord think of the Reckoners? Find out inside. Pinnacle Entertainment, 128 pages, \$20.

Deadlands: Ghost Dancers

As above, so below. The Native Americans get their due in this Deadlands supplement. You'll find details on individual tribes, new rites and favors, and a little bit about the spirit world, too. Pinnacle Entertainment. 128 pages. \$20.

Deadlands: Ground Zero

The final part of the "Under A Harrowed Moon" crossover adventure trilogy with White Wolf's Werewolf: The Wild West. We hear the Garou face off against automatons in this one. Al Gore better watch out. Pinnacle Entertainment. 16 pages. \$4.95.

Dragonlance Fifth Age: Wings of Fury

A war of wyrms brings the "Dragons of a New Age" saga to an epic conclusion. As the story unravels, you benefit from the most detailed Dragonlance resource on dragons ever. TSR. 128 pages. \$21.95.

Earthdawn: Crystal Raiders of Barsaive

Bound by honor and shaped by the harshness of their mountain home, the troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Theran Empire. This book describes these fierce raiding tribes in detail, including the airships they fly, the crystal weapons they wield and several of the most powerful troll clans. FASA, 144 pages, \$20.

Big robots are

Heavy Gear, 2nd Edition

nearly every aspect

of the battlefield,

from aquatic terrain

to extreme temper-

ature conditions to

swarms of creatures.

for an awesome role-

playing system,

If you're looking

In the middle of 1994, the first edition of Heavy Gear was released. Finally, BattleTech had some competition for the "big robot fighting game" market. Thirty months, an Activision computer game and an official storyline book later, Dream Pod 9 decided it was time for a bit of refinement.

Heavy Gear isn't just a roleplaying system; it's also a tactical combat game: Big robots are for fighting! In fact, most of the book details how combat works and lists various weapons for players to use. The "campaign rules," for the most part, exist merely to give a GM an excuse for battle after battle. The Heavy Gear universe isn't as entrenched in warfare as, say, the Warhammer 40K milieu, but it's close.

If you're looking for a good, fun, clean miniatures system, Heavy Gear has a lot to offer; the rules cover military action from

infantry to tanks to the giant robots everybody loves, and there are rules examining

HEAVY GEAR 2_{ND} EDITION

PUBLISHER: DREAM POD 9 **GENRE: MECHA** RELEASE: DECEMBER 1997

FORMAT: 240-PAGE SOFTCOVER

SUGGESTED RETAIL: \$29.95



Heavy Gear might not be the thing for you. Characters tend to start out somewhat already developed, so the joys of building a character from the ground up just aren't here... Heck, there's only one page devoted on how to hand out experience points (one or two points per adventure). Numerous templates of sample characters are provided, but after the first few, they all look pretty much the same. Sure, you can build yourself a bookworm-type character but, sooner or later, you know you're going to get into a firefight, so combat skills are all but mandatory.

The dice system, the "Silhouette" system, lets you roll one die for every point you have in a given skill and take the highest roll, modified by any talent the character has. It's a cool system that allows a really talented character to exceed the ability of a really experienced character occasionally. Unfortunately, if a character gets just a few more pluses than usual, he goes from "good soldier" to "war god," which means GMs need to be extra careful when doling out experience points and training.

As a sci-fi roleplaying game, Heavy Gear runs a little light. However, if you're tired of 100-ton mechs punching each other because their weapons suck so badly, Heavy Gear is right up your alley. Rick Moscatello

Marvel Super Dice

ne fastball special comin' up!"

That's the patented Colossus-throws-Wolverine maneuver from the X-Men comic series. However, in this premiere release of the Marvel Super Dice CDG, the X-Men strike out. Serious problems arise both with the game's relationship to comics and with the contents of the game itself.

The connection between the game and Marvel's characters is tenuous. The "superhero" aspect is built around "character dice." The faces of comic book characters are engraved into one side, but they are often unrecognizable

even after scrutiny and difficult to tell apart at a glance. About half of the

MARVEL SUPER DICE

PUBLISHER: TSR LEAD DESIGNERS: JIM WARD & DAVID WISE **GENRE: SUPERHERO RELEASE: JANUARY 1998**

FORMAT: 18 RANDOMLY SORTED DICE, 8 AREA/ZONE CARDS, TWO 12-PAGE **RULES BOOKLETS**

SUGGESTED RETAIL: \$14.95



time, the

powers of these characters are boring or don't fit the character. While Colossus' power adds to his teammate's and simulates the "fastball special" decently enough, Tessa (a minor vil-

The X-Men

lainess at best) has a major power that lets her reroll some of her opponent's dice and add them to her team. The Blob's power fits him; he's big and immobile—but is that fun to play?

Another flaw is the importance of "normal" dice, less powerful dice that represent normal people present at a battle and how they interfere. Though normals can be removed from the game easily during battles, conflicts often come down to who has the most normals remaining for use. This is not good. We want to play superheroes.

The rules are often confusing and the victory condition that allows a player to win based on the number of battle zone

points he possesses often degenerates into a simple game of "war" with dice. And for almost 15 bucks, you barely get enough to play the beginners' "Clobberin' Time" game, so you really need to buy two sets. Thirty hard-earned greenbacks is way too much for this game.

I still have high hopes for the rules expansions and new dice in the Avengers supplement due out in late spring, but the repetitive and unexciting gameplay, the disappointing execution of the comic book theme and the price all signal the doom of the X-Men. Brent Fishbaugh









Providence

hen the booklet for Providence hit game stores, WThundercats' It looked like an In Nomine clone with its vaguely religious title and artwork featuring angelic and demonic-looking creatures. It was easy to

with wings."

assume that it was another game in the Holy War tradition. Not even close. It's a fantasy game with superheroic elements, a worthy debut from XID Creative.

The world of *Providence* is located on the inside of a sphere, with the sun somewhere near the center, speared on one of the pillars that hold up the sky. The "floor" of the sphere is covered with jungle, except where the oceans well from the bottom. (Don't think about it too hard. Chalk it up to magic and move on.) The inhabitants belong to various

troupials, or races, which are associated with the animal kingdom and have powers and personalities to match. Noble eaglefolk, mischievous ratfolk, delicate swanfolk, etc. It's a lot like "Thundercats" with wings.





The society of troupials is segmented into castes and primed for revolution; those with wings lord them over those without 'em, those who can fly feel superior to those who must glide,

and those with feathery wings are in conflict with those with leathery ones. Add in a handful of indigenous creatures with an axe to grind and you've got a setting rife with conflict.

The character generation system for Providence is "crunchy," with lots of point-manipulation, advantages and disadvantages and adjustable power levels. The rules also include a magic system, detailing four methods of spellcasting that mesh well with the world.

However, not all is glorious in Providence. The Shard mechanic that adds DC Heroesstyle powers to this low-fantasy world is wholly out of place. Why have powers beyond those of mortal men when you aren't mortal men? All it does is add raw power to the setting which the spellcasting system offers already.

Secondly, the Main Rule Book gives the system and little else. If you're looking for information on the world or its peoples, you'll need to buy the Main World Book for

PROVIDENCE



PUBLISHER: XID CREATIVE DESIGNERS: NICOLAS JEQUIER AND LUCIEN SOULBAN, ET AL. GENRE: FANTASY/SUPERHEROES

RELEASE: JANUARY 1998

FORMAT: 264-PAGE SOFTCOVER (RULES)

216-PAGE SOFTCOVER (WORLD) SUGGESTED RETAIL: \$29.95 EACH

Providence is a beautiful game with lots of gorgeous art, and has the elements to be a solid fantasy game. However, as long as the history and world data aren't included in the main book and the shoulda-been-optional Shards are, you'll have to spend \$60 for a playable game. That's trouble in paradise. Jason Schneiderman

another 30 smackers.

MARCH RELEASES

Heaven & Earth

Hey, conspiracy fans! It's "Millennium" meets the "Twilight Zone" on the eve of Armageddon. This diceless RPG begins a five-year story arc bound to contain more darkness than you can resignedly wave a stick at. Event Horizon. 288 pages, \$27.95.

Heavy Gear: GM Guide and Screen

A perfect companion to the new edition, this gamemaster's screen collects all the necessary reference tables while also offering advice, tools and resources for the campaigns of even the most experienced GMs. This supplement includes advanced character creation guidelines including perks and flaws for characters. Dream Pod 9. 48 pages. \$14.95.

Heavy Gear: The Paxton Gambit

Events set in motion in Crisis of Faith take shape in Peace River as political and military factions from across Terra Nova converge on the city-state to advance their own agenda. Building on information in Heavy Gear Second Edition, this supplement provides complete scenarios, statistics on several Paxton Gears and information on Peace River, which includes an historical update since Crisis of Faith, Dream Pod 9, 64 pages, \$15.95.

Mage: Technocracy Assembled, Vol.1

Heavens to murgatroyd. Yet another reprint compilation. This one collects the first three Technocratic convention books: the machineloving Iteration X, the gene-splicing Progenitors and the mind-warping New World Order. White Wolf. 208 pages. \$20.

MECCG: Against the Shadow Player Guide

Like its predecessors, the latest player guide for the Middle-earth CCG includes a strategy guide, sample decks, strategy tips for each card and background on how the cards fit into the Tolkien world. Unlike its predecessors, the strategy guide is written by 10 editor Jeff Hannes, who threatened to club us all with the Moon Pie" if we didn't mention his name. Iron Crown Enterprises. 80 pages. \$10.

MARCH RELEASES

Millennium's End: Vehicle Sourcebook

The ultimate guide to modern civilian and military vehicles has arrived! Cars, trucks, helicopters, boats, armored personnel carriers... You name it, it's all there in detail. Easy to use and completely illustrated, it's a boon to Millennium's End or any modern roleplaying campaign, Chameleon Eclectic, 168 pages, \$24.

Mind's Eve Theatre: The Shining Host

Put away your black lace and velvet and drag out your Renaissance Festival garb. It's the Mind's Eye Theatre live-action adaptation of Changeling: The Dreaming, including rules for all the kith, arts and realms. Chock full of elfy goodness, White Wolf, \$15.

Three Stooges Card Game

This wacky non-collectible card game allows three or more players to slug it out Stooge style. Each player plays cards representing Stooge "maneuvers" from the "Moe Eye Poke" to "Look At The Ground," in an attempt to be the last Stooge standing. Archangel Entertainment, 60 cards, \$8.95.

Vampire: Dark Ages: Dark Tides Rising

This first of the "Transylvania Chronicles" series gives your coterie the chance to ally with the Tremere, the Ventrue or the Tzimisce (pronounced "Wally"). This four-part series will eventually cross over with the modern Vampire setting. White Wolf. 120 pages. \$15.

- Victory

A fast-paced strategy game using wooden block playing pieces. You command various army, navy and air units in an attempt to outmaneuver your opponent. Designed for maximum play value and not based on a historical situation. (No kidding. Who would command a force of wooden blocks? The Playskool Liberation Army?) Columbia Games. \$39.

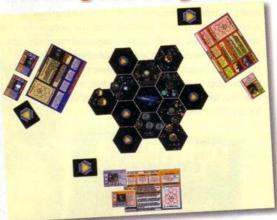
Werewolf Players Guide, 2nd Edition

You asked for it... Heck, some of you even howled for it. And now it's here: the updated handbook for White Wolf's game of savage horror. Sure to be included are second edition compatible rules for all those other shifter races, including those who won't get their own breedbooks. White Wolf. \$22.

Babylon 5 Component Game System

eard about the new Babylon 5 hamster wheels? The license has been passed around to so many different companies that it probably won't be long before those, as well as Londo chew toys, show up in your local pet store. In the meantime, yet another game company has been given a crack at turning the popular sci-fi television series into a fun, playable game. Component Game Systems isn't the last but, so far, it is the best hope for a good B5 game.

"The next, best hope for a good B5 game."



In the initial set of the Babylon 5 Component Game System (B5CGS), you can represent the Earth Alliance, Centauri Republic, Narn Regime or Minbari. Your goal is to accumulate the most influence (measured by wealth) in the galaxy by building bases at designated planets. Players construct the map-board by placing hexagonal mappieces face-down. Sections of the map are flipped face-up as they are encountered, revealing such elements as gravity waves and deadly asteroid fields.

Building bases is the key to victory; the more you have, the more money you produce. The more money you produce, the more ships you can build to whup your opponents. Each side has a variety of ships, ranging from fighter squadrons to mammoths like the Minbari War Cruisers, equipped with jump engines and a dangerous array of weaponry.

The game is supplemented by your own customized deck of cards, including crew cards (popular characters from the show), various events and vote cards which, given support, can sway the balance of the B5 universe. The cards, along with each side's special abilities, really help give the game the feel of "Babylon 5." Recognizable characters abound and they're easy to put into play and use—a definite bonus.

My biggest complaint is that the game is often cumbersome. The direction your ships face plays a very important part in the rules for the game. This is fine for combat, but when it comes to movement and building bases, having to waste a turn rotating your ships is boooring. Using the counters included with the set to keep track of your finances will make your head explode; dice are better, but the bookkeeping is still a pain.

B5CGS games take a while to develop, and combat uses less

PUBLISHER: COMPONENT GAME SYSTEMS LEAD DEVELOPER: C. HENRY SCHULTE

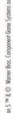
GENRE: SCIENCE FICTION

FORMAT: 4 CONTROL SHEETS, 50 PLAYING CARDS, 21 MAP PIECES, 96 TOKENS, 3 DICE, RULEBOOK

RELEASE: JANUARY 1998 SUGGESTED RETAIL: \$29.95

CONTACT: www.C-G-S.com OR PHONE 607-652-2378

dice than I prefer, but sending out a fleet to destroy your opponent's stuff is always fun. And of all the licensed Babylon 5 gamesand there are quite a few of them-none capture the feel of the show better than B5CGS. Given a choice between this game and a chew toy, hey-I'd choose the game. Jeff Hannes (i)















Without honor, one can live many years. Without water, one can live three days.

tlot, arid winds blow from a land far beyond the Emerald Empire of Rokugan.

Whispers on the wind tell tales.

To some, it seems a land filled with adventure.

To others, a desolate vision of unending pain.





FIVE RINGS





emember playing that brainy game King of the Mountain when you were a kid? You know, one genius stands on a picnic table and everyone else tries to throw him off so they can be the next target? Sure, everyone gets their moment of glory, but one kid usually ends up spending the bulk of the time at the top—like the really fat kid that no one can move or that slimy guy who kicks everyone in the kneecaps before they can knock him down.

Well, throughout the history of tournament play, Magic decks have had that kind of competition. Hundreds of deck designs have come and gone over the past four years, but only a few have really had the power to dominate. What makes a deck great? It's not just whether it has Moxes or not—it's how much it trounces an even field of play.

We've searched through the archives to come up with the 10 best tournament decks of all time, based on how well they did in their day compared to other decks constructed in the same format. So while Demonic Hordes might not do too well in today's tournament field, in '94 it was one of the big-time cards. Likewise, Black Vise/Howling Mine/Stormbind decks never did too well in Type I, but man, did they dominate Type II for a while!

Ready for a trip down *Magic* memory lane? Last deck standing wins...

InQuest crowns the top 10 Magic decks of all time

By Rich Lipman, Alex Shvartsman, Jeremy Smith & the InQuest staff



Beef Land Destruction

Lifetime: Early 1994 to Spring 1994

Function: This deck was crude, rude and mean in its day. It starts out by axing a few land and then putting out the big beef creatures. Defense? Defense is putting out an even bigger creature to pound your opponent with. With Moxes and Dark Rituals, a first-turn Juggernaut or Juzam Djinn is not uncommon. Once you have enough mana, bring on the Demonic Hordes—with Instill Energy they can knock off two lands a turn; once your opponent's real estate is cleared out, the Hordes gear up for the attack.

Dominance: In a time when no one played with Swords to Plowshares because white was "too weak," a first-turn Juggernaut or Juzam Djinn could spell your opponent's doom. Plus, a lot of players didn't have a full set of Moxes, which made the landkill that much more effective.

Repercussions: Landkill was the first universally-accepted tournament strategy. Before focused landkill decks hit the scene, players just came up with the best deck they could make with the cards they owned. Decks like this one made players realize that a well-planned theme could win you a tournament.

- 1 Black Lotus
- 2 Jayemdae Tome
- 4 Juggernaut
- 1 Mox Emerald
- 1 Mox Jet
- 1 Mox Ruby
- 1 Mox Sapphire
- 1 Mox Pearl 1 Sol Ring

BLACK

- 4 Dark Ritual
- 2 Demonic Hordes
- 1 Demonic Tutor 2 Drain Life
- 4 Hypnotic Spectre
- 4 Juzam Djinn
- 4 Sinkhole
- 2 Terror

LANDS

- 4 Bayou
- 4 Forest
- 1 Library of Alexandria
- 7 Swamp

GREEN

- 1 Berserk
- 4 Ice Storm
- 2 Instill Energy 1 Regrowth



Instill Energy



ProsBloom

Type: Mirage/Visions Constructed Lifetime: Spring 1997

BLACK

- 2 Drain Life 4 Infernal Contract
- 4 Vampiric Tutor

BLUE

- 4 Impulse
- 4 Prosperity

GOLD

4 Cadaverous Bloom 4 Squandered Resources

GREEN

- 2 City of Solitude
- 1 Flyen Cache
- 4 Natural Balance 3 Wall of Roots

LANDS

- 2 Bad River
- 7 Forest
- 5 Island
- 6 Swamp
- **4 Undiscovered Paradise**

Function: One of the few pure combo decks to do really well in—and actually win—a big tournament, the ProsBloom deck wins by blowing your opponent away with a huge Drain Life. The rest of the deck is geared to generate enough mana while protecting the combo, which goes something like this: First get Squandered Resources into play. Then sacrifice all your land and cast Natural Balance. Sacrifice more mana, dump it all

into a big Prosperity and then ditch cards to a Cadaverous Bloom to get even more mana. Continue casting Prosperities or Infernal Contracts as necessary and, once you've got enough mana, fire off the Drain Life. While all this is going on, make sure you've got a City of Solitude in play so your opponent is reduced to staring at you, dumbfounded.

Dominance: ProsBloom became popular almost immediately after Visions came out and was the deck of choice among many of the top players at Pro Tour Paris. ProsBloom is still one of the more popular Type II decks, although it was at its peak in the limited Mirage/Visions environment.

Repercussions: Shortly after the Paris Pro Tour, Squandered Resources, the motor that makes this deck go, was banned in Mirage/Visions and Mirage/Visions/Weatherlight tournaments. The DCI has considered banning it in Type II as well.



Bazaar Reanimator

Type: Type 1.5/Classic Restricted Lifetime: Early 1997 to Present

Function: Reanimator decks have always been around in one form or another, but Bazaar of Baghdad is the key to this deck. Early on, it lets you get enough creatures in your graveyard to begin recursion of the Ashen Ghouls and Nether Shadows. Meanwhile, the cheap Animate Deads and Shallow Graves allow you to bring back nasty beasts like the Crimson Hellkite or Deep Spawn, or even a second-turn Nicol Bolas. Later in the game, the Bazaars can be used to give you card advantage as you can return the Krovikan Horror to your hand and continually discard it with the Bazaar to draw more cards.

Dominance: Designed in early 1997, the Reanimator deck is still one of the best decks to play in Type 1.5. Raw speed helps this deck stomp any challenge, and in longer games most decks are unable to thwart the Bazaar/Ghoul/Shadow combo.

Repercussions: The success of this deck was one of the springboards for the Buried Alive strategy which players took advantage of once *Weatherlight* was released.

BLACK

- 4 Animate Dead
- 4 Ashen Ghoul
- 4 Dark Ritual
- 1 Demonic Consultation
- 4 Krovikan Horror
- 4 Nether Shadow
- 4 Shallow Grave 4 Vampiric Tutor

BLUE

4 Deep Spawn

GOLD

4 Nicol Bolas

RED

2 Crimson Hellkite

LANDS

- 4 Bazgar of Baghdad
- 4 Badlands
- 1 Diamond Valley
- 8 Swamp
- 4 Underground Sea





ARTIFACTS

- 4 Black Vise
- 4 Howling Mine

GOLD

3 Stormbind

GREEN

- 4 Erhnam Djinn
- 4 Tinder Wall

- A lastacete
- 4 Incinerate
- 2 Jokulhaups
- 4 Lightning Bolt
- 2 Orcish Lumberjack
- 2 Orgg 1 Shatter

LAND

- 8 Forest
- 4 Karplusan Forest
- 8 Mountain
- 4 Strip Mine

Vise Age

Type: Type II/Standard
Lifetime: Summer 1995 to Early 1996

Function: Named "Vise Age" because it took advantage of some of the more powerful cards in the then-new *lce Age* set, this deck tries to deal as much damage as early as possible before finishing off the opponent with Erhnams, Orggs and direct-damage. First-turn Black Vises are the pride and joy of this deck—a first-turn Strip Mine/Vise is even more likely to ensure victory. Once the deck gets rolling, Howling Mines serve to replenish your hand as well as keep your opponent scrambling under the pressure of a Vise or two. Those extra cards are also prime for powering Stormbind, one of the hallmark cards of a Vise Age deck. Tinder Walls and Orcish Lumberjacks give the deck the everimportant speed element, and Jokulhaups serves as a reset button in the rare instances you fall behind.

Dominance: For a several-month period in the fall of 1995, Vise Age was the dominant deck in Type II. One of the first questions players had to consider when constructing a tournament deck was, "What will my deck do against a first-turn Black Vise?" Those that couldn't find a good answer were usually trounced.

Repercussions: Because this deck was so dominant, Black Vise was restricted in Type II, opening up a whole new realm of possibilities in deck design. If Black Vise hadn't been restricted, decks like the Necrodeck wouldn't have existed.

The Rack/Balance Deck

Lifetime: Winter 1994 to Spring 1995

Function: Yet another deck that proves that Bazaar of Baghdad doesn't suck, this red/white/green deck exploits Balance as a Mind Twist, Wrath of God and Armageddon all rolled into one two-casting-cost card. Quickly reduce your hand-size with the Bazaar and by firing Lightning Bolts and Chain Lightnings at your opponent. Once you've found a Balance and knocked vourself down to one card, cast the Balance to wipe out your opponent's hand and his army. Mishra's Factories and Racks keep the damage coming and, by the time your opponent recovers, you can Balance again.

Dominance: This deck, brought to fame by the 1995 Southeast Regional Champion Adam Maysonet, dominated through speed and a rather atypical method of library-manipulation. By using the Bazaar of Baghdad's disadvantage as a benefit, this deck was able to stomp most competitors.

Repercussions: This deck was one of the first to utilize Balance as a power card. Before this deck became popular, white was often snubbed in tournament play. The brutal effectiveness of Balance made players reconsider the value of playing white.

1 Black Lotus 1 Candelabra of Tawnos

1 Chaos Orb

3 Library of Leng

1 Mox Emerald

1 Mox Pearl

1 Mox Ruby

2 Relic Barrier 4 The Rack

GREEN

1 Regrowth

3 Sylvan Library

RED

4 Chain Lightning

3 Fireball

4 Lightning Bolt

LANDS

4 Bazaar of Baghdad

1 Maze of Ith

4 Mishra's Factory

4 Plateau

4 Savannah

4 Taiga

With the second

4 Balance

2 Consecrate Land

3 Disenchant



ARTIFACTS

1 Feldon's Cane 2 Fellwar Stone 1 Zuran Orb

GREEN

1 Autumn Willow

4 Erhnam Djinn

1 Hurricane

4 Llanowar Elf

2 Whirling Dervish

ಮಾರ್ಥವಾ

3 Armageddon

1 Balance

3 Disenchant

2 Order of Leitbur

2 Serra Angel

2 Wrath of God

LANDS

4 Brushland

8 Forest

7 Plains

4 Strip Mine

2 Sylvan Library 2 Land Tax 4 Swords to Plowshares Destroy all lands 36 INQUEST 36

Erhnamgeddon

Type: Type II/Standard Lifetime: Fall 1995 to Spring 1997

Function: Slow and steady wins the race with this green/white control deck. Start by building up a mana supply with Elves and Fellwar Stones. Plop down a big creature like, say, an Erhnam Djinn, then fire off an Armageddon. When your opponent builds his forces back up again, lather, rinse, repeat. Meanwhile, Zuran Orb and Ivory Tower keep the life coming in, and Land Tax lets you weed through your deck, helping you recover from the Armageddons or stripping out unwanted lands.

Erhnamgeddon decks usually take a long time to winsometimes a big creature can blow your opponent away in five turns, but matches are usually much more drawn out, with you taking over when your opponent finally runs out of ways to destroy your creatures or counter your strategy.

Dominance: Few decks have stood the test of time longer than Erhnamgeddon. Even when key elements in the deck have been restricted, banned or cycled out of tournament play, the basic form of the deck has remained constant. This deck has survived losing Land Tax, Swords to Plowshares and even the Erhnam Djinns. As long as Armageddon is tourney-legal, this deck archetype will be a force to reckon with.

Repercussions: Many cards have become casualties of the restricted or banned because of this deck, including Zuran Orb and Land Tax.

Kird Ape/Channelball

Type: Type 1.5/Classic Lifetime: Spring 1994 to Fall 1995

Function: It's not every Type I deck that can afford to go without two of the five Moxes, but with 18 one-casting-cost spells, this one can. Like a prize fighter, this deck comes on strong early, delivering blow-after-blow with Giant Growthed Kird Apes and Elvish Archers. The brutal efficiency of spells like Time Walk, Ancestral Recall and, in this deck especially, Timetwiser keep the motor running until it's Channel time. Or, if Channel is too risky, there are plenty of Fireballs and Disintegrates to do the job.

Dominance: During much of the time when this deck was popular, Type I was all about speed. While there were a few permission decks running around, most games were about who could kill who faster. The Kird Ape variety of the Channel/Fireball deck was by far the fastest.

Repercussions: In many ways this deck began the drive for efficient decks with speed and multiple paths to victory. It could win with creatures, big gouts of flame or the Channel/Fireball combo. Single-minded tournament decks were much less common after the success of this deck.

ARTIFACTS

1 Black Lotus

1 Mox Ruby

1 Mox Saphire

1 Mox Emerald

1 Sol Ring

BLUE

1 Ancestral Recall

1 Counterspell

1 Time Walk

1 Timetwister

GREEN

1 Berserk

1 Channel

4 Elvish Archers

4 Giant Growth 4 Llanowar Elves

1 Regrowth

RED

4 Disintegrate

4 Fireball

4 Kird Ape

4 Lightning Bolt

LANDS

2 Forest

1 Library of Alexandria

1 Mountain

4 Strip Mine

4 Taiga



Titania/Balance Deck

Type: Type I/Classic Lifetime: Fall 1994 to Spring 1995

Function: Like The Rack/Balance deck, this deck revolves around, you guessed it, Balance. With all the cheap artifacts, you're able to dump your hand early and quickly set up the Howling Mine/Relic Barrier combo. Pretty soon, you're out-drawing your opponent three or four cards to one. After that, it's just a matter of setting up the Winter Orb/Icy Manipulator lock. Any creatures your opponent manages to play are flushed by the Balances, and since you usually don't need more than one or two lands in play, the Balances function as an Armageddon as well. Once you've got 20 casting-cost worth of artifacts in play and your opponent is completely shut down, drop the Titania's Song and it's game over.

Dominance: In a time when land destruction and permission decks were all the rage, the Titania deck was easily able to deny them both. It always beat land destruction at its own game and was simply too fast for—and too good at locking down—permission decks. Abyss decks with their artifact creatures were also very popular at the time, but the Relic Barriers brought them to a grinding halt.

Repercussions: It was because of decks like this that Balance, at one time the most powerful card in the game, had to be restricted. The basic principles of this deck have more recently become popular in the deck archetype now knows as "The Prison."

ARTIFACTS

- 1 Black Lotus
- 1 Chaos Orb
- 4 Fellwar Stone
- 3 Howling Mine
- 4 lcy Manipulator
- 1 Ivory Tower
- 2 Jade Statue 1 Mox Emerald
- 1 Mox let
- 1 Mox Pearl
- 1 Mox Ruby
- 1 Mox Sapphire
- 4 Relic Barrier
- 3 Winter Orb

GREEN

- 1 Regrowth 3 Titania's Song
- W. OGGPH
- 4 Balance
- 4 Disenchant
- 4 Swords to Plowshares

LANDS

- 1 Forest
- 4 Mishra's Factory
- 1 Mishra's Workshop
- 2 Plains
- 4 Savannah
- 4 Strip Mine



me: Spring 1995 to Spring 1996

action: "The Deck" was one of the original decks to center around the concept of card advantage. This deck, invented by current Pro Tour player Brian Weissman, counters or destroys anything played against it early on and avoids most attackers with Moat, while setting up a card-advantage lock involving at least one Disrupting Scepter. Eventually your opponent is reduced to one card in his hand; if he doesn't cast it during his turn, he'll lose it to the Scepter. Meanwhile, you're drawing several cards a turn with Jayemdae Tomes and the Library of Alexandria. Once the lock is set up, finish off your opponent with counterspell-protected Serra Angels or a Mirror Universe.

Dominance: This deck was able to deal with and beat virtually any type of tournament deck that came its way. It became the hallmark of carefully thought-out deck design, earning the simple designation, "The Deck."

ussions: The power of this deck taught players the importance of card-advantage in tournament play. Just about every permission deck created since has been based upon The Deck's original principles.

ecropotence



1 Black Lotus

2 Disrupting Scepter

1 Jayemdae Tome 1 Mirror Universe

1 Mox Emerald

1 Mox Jet

1 Mox Pearl

1 Mox Ruby 1 Mox Sapphire

1 Sol Ring

000

BLACK

1 Demonic Tutor

1 Ancestral Recall

1 Braingeyser 2 Counterspell

4 Mana Drain

1 Recall

1 Time Walk

1 Timetwister

GREEN

1 Regrowth

RED

2 Red Elemental Blast

(1) \$ 0 (4 (4) 3)

4 Disenchant

2 Mont

2 Serra Angel 4 Swords to Plowshares

LANDS

4 City of Brass

4 Island

1 Library of Alexandria

2 Plains

3 Strip Mine

4 Tundra

3 Volcanic Island

Type: Type II/Standard Lifetime: Spring 1996 to Fall 1996

Function: Although there have been several variations, all Necrodecks rely on the same key element—card advantage. With the help of Necropotence, you can outdraw your opponent, eventually bringing him to his knees with more creatures than he is able to block or eliminate. Hypnotic Specters, Hymn to Tourachs and Strip Mines thwart your opponent's strategy early on, allowing you to build up before dropping the Necro. Once in play, cards like Ivory Tower and Zuran Orb keep the life flowing in and, if need be, Nevinyrral's Disk is there to get rid of the Necro. In the meantime, a steady stream of Black Knights, Orders of the Ebon Hand and similar creatures pick apart your opponent's life total. When you run low on cards, you simply drop the Necro, fill your hand back up to seven and get back to business.

ARTIFACTS

2 Icy Manipulator

hymn to Tourach

1 Ivory Tower 2 Nevinyrral's Disk

1 Zuran Orb

LANDS

4 Strip Mine 18 Swamp

BLACK

4 Black Knight

4 Dark Ritual 3 Drain Life

4 Hymn to Tourach

4 Hypnotic Specter

2 Iceguake

1 Ihsan's Shade

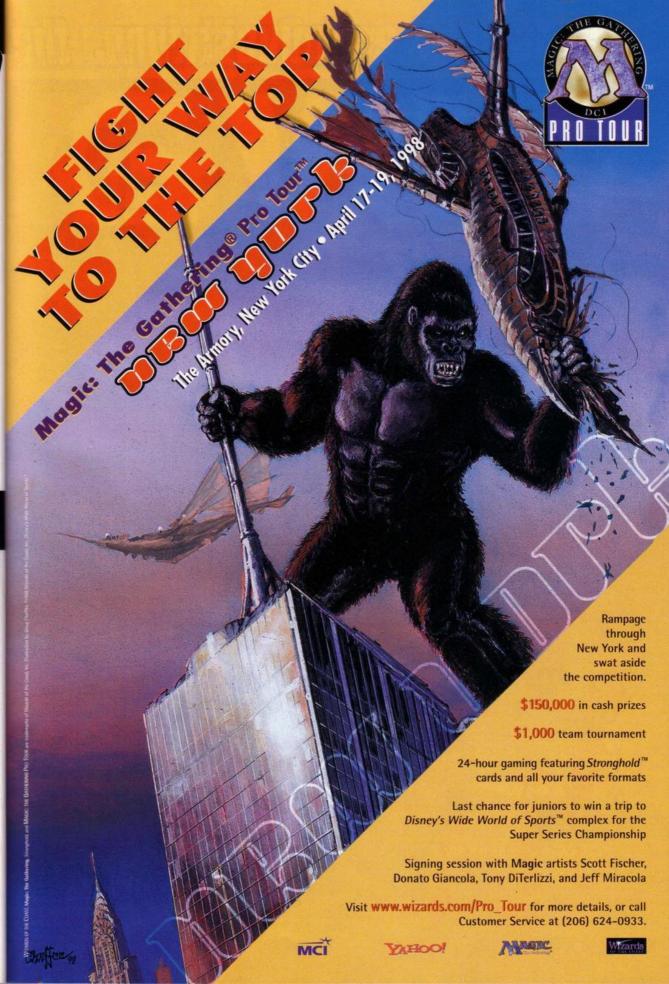
4 Necropotence

4 Order of the Ebon Hand 2 Sengir Vampire

Inance: There have been hundreds of deck designs over the years and some, like the ones in this article, have become mainstream. None have dominated more than the Necrodeck. How popular was Necro? At the 1996 World championships, over 65 percent of the field was playing a Necro-deck. To this day variants of the original Necro-deck are still popular, even though most of the key elements have been stripped out.

cussions: It was little surprise when Hymn to Tourach and Strip Mine, two of the deck's key cards, were restricted in September 1996. The ensuing DCI ruling which banned all restricted cards in Type II was no coincidence either.

The InQuest staffers don't play King of the Mountain. They're much too busy with foosball, Killer Assassin and video pro-wrestling.





fans' favorite covers into cards



IAM

WOMAN, HEAR

A near-naked vampire chick.

A beckoning mummy. A female Conan approaching a ghastly citadel.

InQuest covers, each and

every one of them. Sure, they look pretty and we love seeing the female bod, but a lot of thought goes into the image that adorns the front of our mag (at least, we like to think so). We try to tell a story with each cover, whether it's a baby dragon poppin' out of the egg or the mysterious Caterpillar Woman spinning a deadly web with one hand and shushing us with the other.

Of course, being cardfloppers and all, we always wondered "What kind of cool cards could we make out of these covers?" In honor of our third anniversary, let's take a nostal-gic look back at a bunch of *InQuest* covers—and what the heck, we'll make up a CCG card for each one...

By the *inQuest* staff





Unique. Play on the table. During each player's Legwork phase, he or she must spend 39 to target one runner he or she controls (except cyborgs) and oil a die: 1-2: Runner's fragged, 3-3: Runner is infected with VITAS. Permanently gains +22+1 (+1 A) and Stamina, and you may pay (4-Stealth)9 to deal their damage first in combat. Whenever runner is wounded, he or she may not be healed normally. Instead, whenever he or she wounds a runner (except cyborgs) on an Awakemod. Street or Personnel challenge, he or she heals a point for each point dealt, Infested runners may not carry or use any Gear. Any card trashed by duringe dealth via infected runner is fragged instead.

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Rampant VITAS Infestation

Cover: InQuest#1 Artist: John Bolton Game: Shadowrun InQuest debuted with this beauty. The story goes that English fantasy painter John Bolton sent over his "final" sketch—and our vampire was butt-naked! We crapped our pants. Time was short and no one was answering on the Bolton line. Lucky for us, good ol' Mr. Bolton was just jaking and put some clothes on the gal (just barely).



Beckoning Mummy

Cover: InQuest #10 Artist: Fred Fields Game: Magic: The Gathering Fantasy artist Fred Fields, recently hired as a staff illustrator for Wizards of the Coast, did one bang-up job on this baby! The alluring-yet-disturbing mummy won a 1996 Honorable Mention award for best newsstand cover. We got this cool plaque and everything.



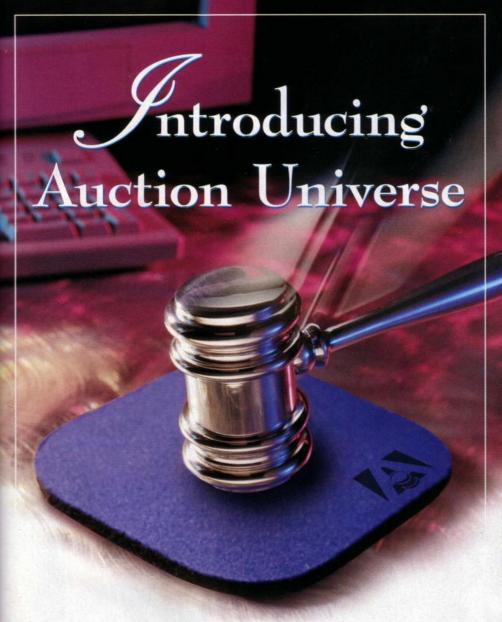
Elder Chaos Slug

Cover: InQuest #2 Artist: Anson Maddocks Game: Mythos
Anson Maddocks was King Magic Artist back in the early days of InQuest,
so we asked him to paint us a weird creature. Believe it or not, his initial sketch was a little too tame—some drider-looking guy on a web—
but when we told him to cut loose, he knocked our socks off with this
bizarro, skull-in-the-slug monster.



Dragonslayer Barbie

Cover: InQuest #22 Artist: Larry Elmore Game: Magic: The Gathering Out of the three year's worth of cover images, legendary fantasy artist Larry Elmore's "Dragonslayer Barbie" has garnered the biggest fan response. Could it be the way she carries that leather? Nah.



Let the Bidding Begin!

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Birth of a Dragon

Cover: InQuest#25 Artist: Ed Beard Jr. Game: Legend of the Five Rings

Our second anniversary cover went through a whole bunch of ariists who weren't confident they could pull off our conception—a newborn dragon cracking out of the egg and staring into momma dragon's giant eye. Fantasy painter Ed Beard vowed he could, and he certainly didn't disappoint.



Pilara

Cover: InQuest #33 Artist: Alan Pollack Game: Legend of the Five Rings

Six months in the making, this cover was a true collaboration between the idea we started with and the final pointing former TSR artist Alan Pollack delivered. Interesting enough, Alan's fiancée was the model for the Caterpillar Woman—from the waist up, that is.



Kur'lie Herdsman

Cover: InQuest #27 Artist: Fred Fields Game: Star Wars
We had no idea Fred Fields' cute-and-deadly, scrunchy-faced sandworm
was a female. Alien physiognomy—go figure.



Hidden Citadel

Cover: InQuest#36 Artist: Ed Beard Jr. Game: Middle-earth CCG
The idea for this cover began as a "find the hidden item" puzzle, then
Ed Beard added his artistic flair, and voila—a stunning painting with a
moody, ominous castle threatening the female babe approaching it.
How many fantasy items can you find in this issue's cover?

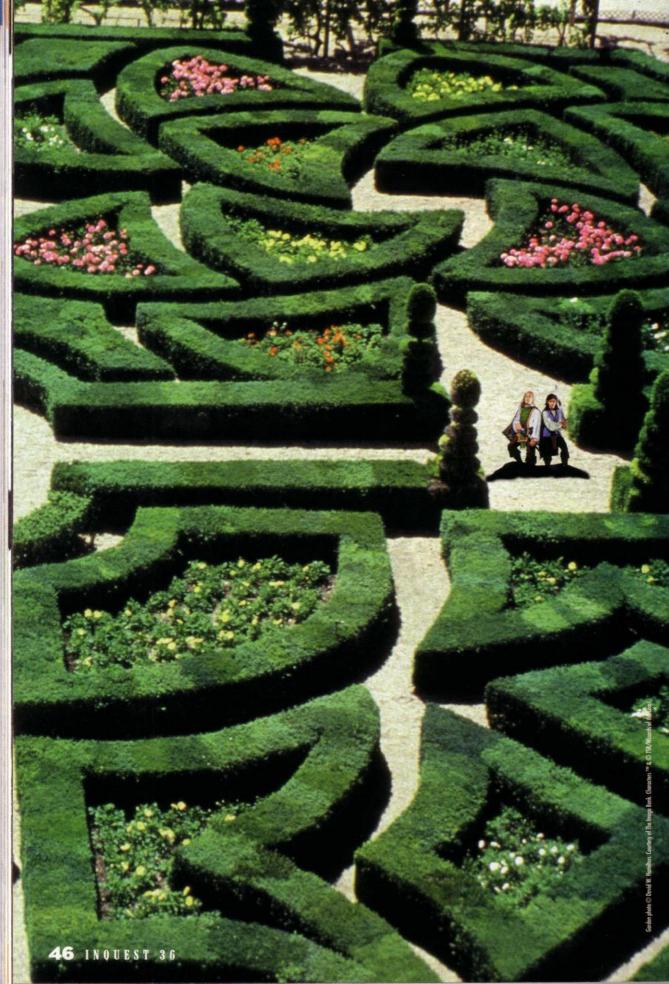


Keep your secrets close. Let no one see your motives. Engage a trading card game designed to challenge the masters. Dune: Judge of the ChangeTM. To win you must ally yourself with the Bene Gesserit, the Spacing Guild, or even a Great House of the Landsraad. You must hoard spice, accumulate wealth, and curry Imperial favor. And above all, you must move quickly. Before your enemies find a weakness. Dune: Judge of the Change. Do not fear. Fear is the mind killer.

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Look for Judge of the ChangeTM, on sale March 1998

FIVE RINGS



PERPLEXING YOU

hen roleplayers aren't skewering monsters or tallying their treasures, they're usually scrounging for information: the whereabouts of a reclusive wizard, the location of a secret passage, the translation of an arcane spell. No doubt about it: In a well-run campaign, there's info a-plenty they need to acquire.

So how do you, the gamemaster, make the info available? Well, you can opt for the easy way and spoon feed it to 'em by, for instance, having them "accidentally" stumble across the spell translation in a diary (boring), or allowing them to overhear the wizard's address while guzzling brew at a local bar (lame). Or you can make 'em work for it, presenting the info in the form of brain teasers which they have to unravel if they wanna get the goods. Not only do brain teasers force players to use their noodles, they contrast nicely with the physical challenges common to most campaigns, offering a fun alternative to the typical cavalcade of monsters and deathtraps.

Let's take a look at three categories of campaign-appropriate brain teasers: riddles (enigmatic questions requiring witty answers), ciphers (coded words whose letters have been substituted with different letters or unusual symbols) and visual puzzles (head-scratchers based on physical objects). We'll show you how they're used, give you some examples and explain how you can come up with your own.

People have been tormenting each other with riddles since the dawn of civilization. In ancient Egypt, King Nectanebo challenged Lyccrus, king of Babylon, to settle their war with a riddle contest. (Lyccrus won, but he cheated.) Folks of the Middle Ages amused themselves with riddles to pass the time between famines and plagues. And Greek mythology spawned what is arguably the most famous riddle of all time when a grumpy Sphinx asked Oedipus Rex, "What has

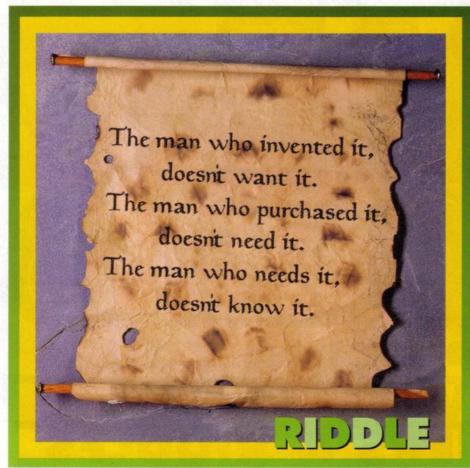
one voice, yet walks with four feet, then two, then three?" Oedipus correctly answered, "Man" (he crawls on all fours as a baby, stands as an adult and uses a cane as an old timer). The Sphinx responded by committing suicide, a true sore loser.

Fantasy literature, too, is rife with riddles, evidenced by this sample from Tolkien's "The Hobbit" where Gollum puts this to Bilbo:

What has roots that nobody sees, Is taller than trees, Up, up it goes, And yet never grows?

So what the heck is it? A mountain, of course.

Riddles serve the same functions in roleplaying campaigns as they do in literature and history: to assess worthiness ("Only the truly intelligent are allowed to pass this way; let us determine if you qualify"), to tease ("Perhaps I will help you; that is, I might if you answer this") and to demonstrate arrogance ("Even if I dangle the secret in front of your face. I'm certain you're too stupid to figure it out"). And remember, campaign riddles don't



PROBLEM: Your PCs are presented with a scroll containing this riddle.

beau with most RPGs regardless of the used with most RPGs regardless of the setting since the answer is "a coffin." Coffins have been used for thousands of years and will probably be with us for thousands more. The answer could provide a due to where an abject your PCs seek is hidden or serve as a warning where the PCs will end up if they continue their meddling ways.

have to be laugh-out-loud funny or chicken-across-the-road goofy. Just try to make 'em clever.

METAPHOR RIDDLES

Both the Sphinx and Gollum used metaphor riddles—descriptions of everyday places, animals or objects couched in intentionally cryptic language. Though metaphor riddles appear in a variety of styles, they all share a common structure, making them pretty easy to create. Essentially, a metaphor riddle consists of two (or more) seemingly contradictory qualities of an object that, taken together, suggest a paradox. One quality tends to be specific ("taller than the tress"), the other vague ("never grows"). Or consider this one: "What has teeth but can't bite?" The specific quality is "teeth," the vague quality is "can't bite." (And the answer is "a comb.") Don't worry too much if a quality is sufficiently specific or vague; the important thing is to pinpoint a couple of qualities that seem to contradict each other.

To design your own metaphor riddle, begin with the solution; that is, the object the riddle describes. Let's say our object is "night." Start listing all the qualities of the object, keeping an eye out for a quality with a double meaning, a quality that might be interpreted in two different ways. So what about "night?" Well, let's see...it's dark, it's starry, it falls—aha! How about this?

What falls at dusk but makes no sound?

Let's try "chair." Hmm...it's furniture, you sit in it, it has four legs...bingo!

What has four legs yet always stands still?

See? With a little practice you can do this all day. By the way, if you're poetically inclined, consider tuning the riddle into a rhyming verse, which not only makes the riddle more evocative, but also gives the campaign an appealing Tolkeinesque flair. F'rinstance:

What falls at dusk But makes no sound Yet fills the sky And cloaks the ground?

Gollum would be proud, don'cha think?

PUN RIDDLES

A simpler, though less satisfying, type of riddle is based on a pun. A pun is a word that has two strikingly different meanings depending on the spelling ("dear" and "deer") or context ("litter" can refer to a bunch of puppies or the stuff in a cat box).

To whip one up in a hurry, use the pun as the solution, then work backwards, constructing a question that incorporates both meanings of the pun. For instance, the dual meanings of "blue" suggest something along the lines of: Why does the ocean cry? Here's another: Which of the king's relatives is always up at dawn? Answer: the son (sun).

VARIANT RIDDLES

If writing riddles from scratch seems like too much effort, you can take the lazy way out and fool around with variants of existing riddles. This method might sound cheesy, but it can be surprisingly effective if you use words that evoke the campaign setting. Here, for example, are a trio of old favorites:

What word do people always say wrong? (The word "wrong")

What is the middle of Paris? (The letter "R")

How do you spell frozen water with three letters? (I-C-E)

For a campaign set in Middle-earth, we make a few minor adjustments...

What word do hobbits always pronounce poorly? What lies in the center of Rivendell? How do you spell death with six letters? (S-a-u-r-o-n).

DUIVMV JT JO UIF CBTFNFOU

Get it? If not, try replacing each letter with the one that comes before it in the alphabet (so D = C, U = T, etc.). This is an example of a substitution cipher, a common method of disguising a message so that it can only be read, in theory anyway, by a person who knows the system. Ciphers go back at least to ancient Greece, when Julius Caesar invented a substitution system for encoding orders to his troops. In the early 1600s, Cardinal Richelieu developed a set of punched cards that generated ciphers to conceal his personal correspondence. Ciphers have also been used to camouflage secret formulas, treasure locations, even love letters. They can fill similar functions in RPG campaigns.

SUBSTITUTION CIPHERS

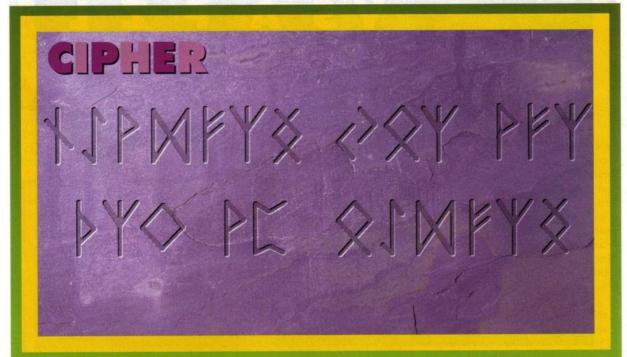
Any system of replacing one letter with another will do, so long as it's consistent; that is, if E = B in the first word, then E must represent B in all of the other words too. The cipher key, which should be made available to the message's intended recipient, simply consist of a list of the letters of the alphabet and the corresponding substitutions. You don't have to use letters as substitutions; you can use runes as we did in the illustration, numerals, punctuation marks or any symbols you like. In Arthur Conan Doyle's "The Adventure of the Dancing Men," Sherlock Holmes decoded a cipher comprised of stick figures.

To make a substitution cipher a bit more baffling, eliminate the spaces between the letters. Thus, DUIVMV IT 10 UIF CBTFNFOU becomes DUIVMVITIOUIFCBTFN-FOU. Want it more aggravating still? Write the whole thing backwards (UOFNFTBCFIUOJTJVMVIUD). Alternately, you can clump the letters into arbitrary groups of, say, three (DUI VMV JTJ OUI FCB TFN FOU) or five (DUIVM VITIO UIFCB TFNFO UBITE). Notice on that last example, we stuck a few phony letter (called nulls) on the end to make it come out even.

DATE CIPHERS

This one's a beauty: a snap to unravel if you have the key, nearly impossible if you don't. The key can be any sixdigit number, but a calendar date, like Dec. 1, 1997, is best, since a typical campaign provides all kinds of opportunities to generate dates. Here's how it works.

1. Write out the date in numerical form-12/01/97-then eliminate the slashes. The resulting number, 120197, is the key.



Problem: Your party finally overcomes the "last" obstacle only to find their answer is this cipher.

get creative.

It that doesn't work for you, change some letters and compaign, it spells out "Witches are the key to riches." runes instead of letters. In a fantasy or supernatural A Mississipple substitution cipher with

2. Write out the message you want to encipher, then write the key underneath it, repeating as necessary.

KING SWAN IS DEAD 1201 9712019712

3. To encipher a letter, move forward in the alphabet a number of places equal to the number underneath. For instance, to encipher the K, move forward one space to get I. For I, move ahead two to get K. If the number is 0, the letter doesn't changes, so the N remains N. If you reach the end of the alphabet when counting forward, just start over at the beginning. An S shifted nine spaces becomes B, for example. The enciphered message, in its entirely: LKNH BDAP IT MEBF.

4. To decipher the message, the recipient merely writes the key underneath, then shifts the letters backwards through the alphabet the indicated number of places. Pretty slick, eh?

DECIPHERING

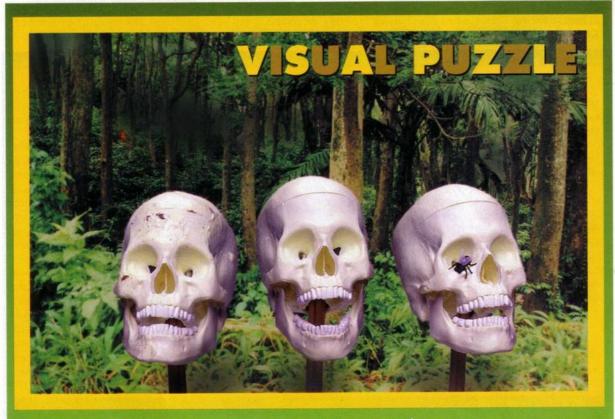
There are hundreds of encryption and encoding methods but, unless your players are exceptionally smart or given lots of help, the odds of them untangling even a date cipher are remote. Substitution ciphers, however, can be broken even by novices, providing the ciphered message is fairly lengthy (short messages are hard to crack because they have fewer recognizable word strings.)

A benevolent gamemaster should help players out by making available a list of the most common two-letter words, or making sure that one word is very obvious (see the bio box at the end of this article for an example).

VISUAL PUZZLES

Remember the opening of "Raiders of the Lost Ark" when Indy had to put just the right counterbalance on the pedestal in order to swipe the treasure? That's an example of a visual puzzle, a brain teaser tied to a physical object. Visual puzzles take a variety of forms. For instance, the solver might be asked to assemble the pieces of a broken statue, sort colored pebbles into the proper containers or determine which bridge leads safely over the abyss. Visual puzzles can have the same function as riddles—to show "worthiness" for example—but are better as obstacles players must overcome to achieve a short-term gain. Solving a visual puzzle to disable a trap, reveal a secret passage or open a locked door beats making a "observation" check any day.

But what makes a good visual puzzle? First, they all have tangible components, which can be anything from chess pieces (which the gamemaster may employ as props) to shards of magic crystal (which the gamemaster can describe or represent with colored paper). Second, they all require the solver to physically interact with the components. Though the possibilities are endless, here's a few to get you started.



Problem: Three poles bearing skulls block your path, bones litter the ground around them. You know that touching the correct one will grant you passage beyond this barrier, touch the wrong one and you join your bony friends on the ground.

by birds, as evidenced by their droppings. One skull has a first droppings. One skull has a fly on it. Both could be safe. Wanna get sneakier? The one with the fly on it is a trap since it's obviously a fake fly put their by the villain to trick your PCs. Sometimes things are exactly as they seem.

PUTTILE READING

Your local library should have plenty of riddle books which can serve as inspiration. Two good ones are, Fid-dle with a Riddle by Janne Berstein, and The Game of Words by Willard R. Espy. There are also several web sites dedicated to riddles. Have your search engine look for the word riddle and you'll get more than you need.

For many different ways to encrypt words try to find a copy of Codes, Ciphers and Secret Writing by Martin Gardner. There are dozens of other good books available on this topic.

Visual puzzles can be found everywhere: Most fantasy computer games include them, RPG adventures often describe them and publications like Games magazine are filled with them (though they'll take a little adapting to fit into a roleplaying campaign).

MULTIPLE CHOICE PUZZLE

Probably the most common type of visual puzzle is the multiple choice test: Which of 10 coffins conceals the vampire? Which of two vials is poison, which is the antidote? Which door conceals the lady, which the tiger? Because most multiple choice puzzles consist of the same elements—a problem, several seemingly identical objects, and a clue that leads to the solution—they're reasonably easy to create.

Start with the problem. Let's say we're at the base of a mountain, facing three identical skulls mounted on poles, with bones scattered around them (see visual puzzle on p. 50). Touch the correct skull and a passageway will open granting entrance to the mountain and allowing your adventurers to go forward with their quest. Touch the wrong skull and you join the boneheads littering the ground.

Next you need to provide a clue, something that subtly distinguishes one option from the other. This is tricky. For starters, if the clue's too obscure, the players won't have a chance of figuring it out. Suppose, for

instance, you mark one skull with a Tibetan death symbol. That's fine, presuming any of the characters is familiar with Tibetan death symbols.

How about scattering bones in front of only one of the poles? Duh. Too easy. No fun.

How about animal scratches or droppings, from, say, squirrels or birds—on one of the skulls? And maybe there's an insect on one of them. Now you're talking. A thoughtful player should be able to conclude that animals are using the skull as a perch; hence the scratched skull is safe. And since the insect hasn't been fried, that one too is OK. These clues are just right: not too obscure, not too obvious, and understandable with a little deductive reasoning.

SEQUENCE PUZZLE

Another nifty way to drive your players nuts is to make them perform a series of actions in a specific order. To activate a spell, for instance, they must polish the gems of a crown in a particular sequence. Or, to lower a drawbridge, they must pull the correct series of levers or punch the correct number of buttons. In other words, they can't solve the puzzle without ferreting out the pattern, which requires diligence and logic along with a fair amount of trial and error.

A tried-and-true type of sequence puzzle involves the navigation of floor tiles. To escape the room (or deactivate the trap or signal for help), the solver must step on colored (or numbered or oddly shaped) tiles in a certain order. For example, if the floor resemble a checkerboard, maybe the solver must avoid all the black tiles, or hop across it in a "Hopscotch" pattern. The possibilities are endless.

Numbered tiles lend themselves to a myriad of variants. Maybe the solver is only allowed to step on even-numbered tiles, or tiles divisible by three. Perhaps the values of the numbers are insignificant; maybe he must only step on numbers with circles in them (0, 6, 8 and 9). These type of puzzles are even better if you tie them into a bigger part of your campaign. Maybe the adventurers know the evil wizard serves the seven demons of H'gnarth, making that number (and anything it divides evenly into) bad news.

It doesn't matter if your players are a band of cavemen in 1,000,000 B.C. or a crackerjack Corporate Response Team in the far future, there will always be times when brain power should be more important than brawn power. And what better way to test your player's brains than with a good puzzle from your buds at InQuest? Armed with this article should be well on your way to devising some challenging brain teasers for your campaign.

Before we go, here's a pop guiz. Eliminate six letters from the following to reveal the name of InQuest's favorite paperweight.

scioxwlentosteers

Hint: It's not quite a riddle, not quite a cipher and not quite fair.

Sjdl Txbo uijolt uif JoRvftu tubgg dpvmeo'u qpvs xbufs pvu pg b cppu xjui jotusvdujpot po uif iffm.

CLICOMITED

Here's a few tips to successfully integrate riddles, ciphers and puzzles into your campaign:

- DO YOUR HOMEWORK. Don't attempt to improvise puzzles on the spot. Make 'em up
- APPEARANCE COUNTS. Any brain teaser that can be written down (like riddles and ciphers) looks especially cool when scribbled on a scroll. We've provided a few photo samples you can use right now but, if you wanna make your own, see "Creative Campaigning" in InQuest #32, which tells you how to manufacture sarcophagus-fresh scrollwork along with a cryptful of other way-cool props.
- DOUBLE-CHECK. Before the campaign gets underway, give your stumpers the once-over. Get rid of any unintentional ambiguities (if you refer to "stones" in the first line of a riddle, don't refer to "pebbles" in the next). Look for spelling errors (easy to make in ciphers). And be sure you remember all the answers (nothing's more embarrassing than forgetting how to solve your own puzzles).
- PLAY FAIR. Give the players a fighting chance of figuring out your brain teasers, which means no ciphers in Swahili and no puzzles with 100,000 pieces. Ideally, a puzzle has one, and only one, answer. And for God's sake, don't get cute and give them one that—surprise!—has no answer at all. Because they'll kill you. And you'll deserve it.

So You Think You Know Magic?

Are you a mana maven or moron? Test your Magic IQ By Alex Shvartsman and the InQuest staff

If you thought the gaming test from <mark>InQuest</mark> #32 was tough, you may want to get a doctor's note and sit out this one. If you're up for it, see how you fare on this marathon of <mark>Magic</mark> miscellany.

- 1. You're in an alternate universe where Magic: The Gathering was released under the name they'd originally planned. You ask your local shopkeeper for a booster pack of...
 - A. The Battle for Dominaria
 - B. Mana Clash
 - C. Sorcerous Assembly
 - D. Planeswalker Jamboree!
- 2. How many Sacred Mesa tokens does it take to block and kill a Sengir Vampire that has first strike?
 - A. 4
 - B. 8
 - C. 12
 - D. More than it would take to reach from here to Uranus
- 3. Which of the following Magic cards will you never see?
 - A. A blue Hurricane
 - B. Serendib Efreet with artwork of Ifh-Biff Ffreet
 - C. Goblin Artisans with power/toughness of Gaea's Avenger
- D. Serra Angel with artwork of Time Elemental
 4. Which of the following players won a
- Pro Tour twice?
 - A. Olle Rade
 - B. Mike Long
 - C. Clint "The Fist" Canyon
 - D. None of the above
- 5. You're facing a Skulking Ghost. Which of the following cards will *not* kill it?
 - A. Lifelace
 - B. Red Elemental Blast
 - C. Hydroblast
 - D. Erhnam Djinn
- 6. Which of the following can be countered by Nether Void's ability?
 - A. Lich Dookie
 - B. Scraanoth
 - C. Kaervek's Torch
 - D. Songs of the Damned
- 7. This card was printed in the Limited, Unlimited and 4th Editions of *Magic*...but not in Revised.

- A. Atog
- B. Twiddle
- C. Kudzu
- D. Buttweasel of Bogardan
- 8. Which of the following cards might you see in an Extended format tournament?
 - A Mox let
- B. Mirror Universe
- C. Kird Ape
- D. Mahamoti Diinn
- 9. Which of these spells is capable of killing
- a Soltari Priest?
 - A. Lightning Bolt
 - B. Fry Priest
 - C. Jokulhaups
 - D. Aftershock

- rid of the land, you could use a...
 - A. Stone Rain
 - B. Dwarven Miner
 - C. Pillage
 - D. Blowtorch
- 12. Your Grizzly Bears has been enchanted with Armor of Thorns. What will its power and toughness be if you play Grave of Servitude the next turn?
 - A. 5/1
 - B. 2/2
- C. Asskicker/Badass
 - D. 7/3
- 13. If a Cloudchaser Eagle is cast with Æther Flash in plau:
 - A. The Eagle spins uncontrollably to its doom in the water below where it becomes food for the tiny plankton living therein.
 - B. Cloudchaser Eagle will destroy Æther Flash and remain in play.
 - C. Both Cloudchaser Eagle and Æther Flash end up destroyed.
 - D. You cannot cast a Cloudchaser Eagle when Æther Flash is in play.
 - 14. What happens if you cast Animate Dead on a White Knight?
 - A. You cannot target White Knight with Animate Dead because it has protection from black.
 - B. You get to animate the Knight but as soon as it comes into play Animate Dead will fall off, due to its protection from black.
 - C. The creature gets animated just fine and stays in play because, by the time it comes into play, Animate Dead has already successfully targeted it.
 - D. The White Knight becomes a Black Knight and starts pummeling you while shouting
 - "Death to The Man!"
 - 15. A player casts Blood Moon and then a Celestial Dawn while a Volcanic Island is in play. Then he enchants that land with an Evil Presence. What color, or colors, of mana does it now produce?
 - A. Black
 - B. White







10. You have two Sapphire Medallions in play. You cast a Capsize and pay the buyback cost. How much mana have you paid?

- A. UU2
- B. UU3
- C. None. Buyback isn't really a "payment." It's more like a lease.
- D. 4
- 11. Your opponent has a land with a Consecrate Land enchantment upon it. To get

C. Pick any color. Hey, it's your house, your rules.

D. White and Red



16. You attack with a Ball Lightning. There's a Furnace of Rath in play. Your opponent blocks with a Headless Horseman. How much damage will he take?

A. 0

B. It depends where the Ball Lightning hits the horseman. If it's a head shot, he takes no damage, but you take 12. Duh!

C 10

D. 20

17. You bring a Time Vault into play and your opponent untaps it with an Infuse. What does this mean?

- A. You can tap the Time Vault to take an extra turn.
- B. You must skip your next turn.
- C. You cannot use the Time Vault until it becomes tapped.
- D. It means he's been playing this game wagay too much and should go home now, declaring you the winner and supreme overlord of the universe as he exits your house bowing repeatedly.

18. Which of these cards does not have a casting cost?

A. Alchor's Tomb

B. Ancient Tomb C. Cyclopean Tomb D. Tormod's Crypt 19. Which of these cards has not

been reprinted with a new name,

and the exact same ability, and a

20. It is the beginning of your

upkeep and you have only these

cards in play: Cosmic Horror, Fledgling Diinn, Juzam Diinn,

Minion of Leshrac, Minion of

Tevesh Szat, Yawgmoth Demon

and six swamps. What is the

minimum amount of damage you could take during your upkeep?

C. O. Your house. Your rules.

different casting cost?

A. Azure Drake

B. Mox Emerald C. Regrowth

D. Sinkhole

A. 1

B. 8

D. 18

Okay sports fans (hey, Magic was on ESPN after all), multiply the number of questions you answered correctly by five to get your score. If you actually had to dig out cards to do the test, penalize yourself five points. If you picked "your house, your rules" give yourself a 10-point bonus for attitude.

91-100+: ICY MANIPULATOR

Shivan? Tapped 'im. Leviathan? Done him. Hell, you rule.

81-90: GRINNING TOTEM

It's hard to wipe that stupid smile off your face when you're always winning. Well, not always; occassionally an Icy shuts you down and reminds you who rules.

71-80: KNOWLEDGE VAULT

You know the difference between spellcasting and spelling, but need to bone up if you wanna run with the big hounds.

61-70: DARING APPRENTICE

You guessed a lot and manged a respectable score. Very good, grasshopper... now catch fly with chopstick.

51-60: MEMORY LAPSE

Remember the kid who always has his hand raised grunting "ooh, oooh, ooh, I know, I know." but when the teacher calls on him he's forgotten the question? That's you.

31-50: MARSH GAS

You're no moron, but until you learn a bit more about the game, you'll continue to be a weenie.

0-30: URZA'S MORON

You're still not sure what paper rectangles with weird drawings have to do with pulling bunnies from top hats. Bunnies pretty...

20.A. Scarnike the Cosmic Horror to the Minion of Lestrica (protection does not affect scarnifices) and top the Minion to destroy the Yawgmosh Demon. Pay two black mona to satisfy the Minion of Tevesh Szal s upkeep cast and top if to destroy the Yawgmosh Demon. Pay two black mona to satisfy the Minion of Tevesh Szal s upkeep cast and to be monated and he Diamond comes into play topped.

18. B. Trick quession. The Alpha Cyclopean Tomb does not have a printed casting cast, but it still has a casting cast of four generic mone. Accient Tomb, on the other hand, is a land, and back do not have casting casts.

Je B. There's Englishing Dreke (also known our Karue Droke). Biven Cooke (aka Regrowth) and Roin of Tears (aka Segrowth) and Roin of Tears (ak

an extra trun. The only way to put one of these counters on the Time Yoult is by skipping a turn and untapping it—

3.5. Changing means of the property of the pro

3.5. Each to these cards abilities are what are called "triggered billities." The ability is triggered when the card by another effect.
4. B. White you can ingret a Protection from Black treatine with a black spell while it is the groveyord, as soon as the White you know in any to be protection from Black treatine with a black spell while it is the groveyord, as soon to the work of the protection from the protection from the protection in a groveyord.

effects, the main difference being thay you cannot regenerate from burial. Blow torches onen's touriesy legal.

A. A. A. A. Warner Of Thornes constantly checks to see if the creature is black. Since Grave of Servicus mokes mokes the creature it enchants black, the Armor will full off. look racky without expensive everaing wear.

I. C. While a Consecrated land cannot be destroyed, it can still be buried. Buy and destroy are two different

10. A. Medallions reduce total costing cost—buyback included—but dan't do a thing for colored mona. Also, they

8. D. The Extended format allows from the Revised Edition and The Dark expansion on, so the Mox and the Mirror (from Legends) are out. The Kird Ape would be logal. .. except that it's been banned. Only fait Moit makes it. 9. C. Jokubauge, is capable of killing a creature with protection from seld stack it resides more assigned annage to it.

d is a mona source, which also cannot be countered.

. B. Aurything that can target a Skulking Gloss talls it, even on Erhman Dijnn offering it forestwalk. Red Elemental Blast cannot terget a nonblue permanent, which means it will not fall the Goods. Pyrablast, on the other hand, would b. C. Lich Dookse kni an onablue permanent, which means it can be card. And Songs of b. C. Lich Dookse kni a on actual spell. Scragnoth says it can't be countered, right there on the card. And Songs of D. No player has ever won more than one Pro Tour.

2. C. The Sengir deals first strike domoge and gains +4/+4. It then takes 8 more Source Mess toleans to bill it off. 3. C. All the others are legitmate misprints. The blue Harricane is from the Summer Edition, and worth a pretty permy B. Some of us think Battle Cattle is a viable alternative, though

THE BEST IN TOURNAMENT-LE

Kudzu's Revenge

BY GARY WISE

In the early days of Magic, people scrounged up their last pennies to buy one more booster pack in the hope of getting a cool rare like Chaos Orb or Gauntlet of Might. Unfortunately, more often than not you'd end up with something lame like a Farmstead, Chaoslace or *gasp* Kudzu. However, even the worst card has a use, and can even find its way into a tournamentlevel deck. This "throwaway" card is the symbolic centerpiece of an inexpensive Extended deck that combines the best attributes of green with the power of land destruction.

This deck works fast to gain control of the board, then keeps it with cards like, well, Kudzu.

Like any speedy green deck should, it usually kicks off with a first-turn Llanowar or Fyndhorn Elf. This sets you up to play one of the deck's eight three-mana land destruction spells-either Thermokarst or Winter's Grasp—on the second turn. If all goes well, you'll be able to add Creeping Mold to your selection on the third turn.

But why stop there? Icy Manipulators work just as well as land destruction if you use them to tap your opponent's lands during his upkeep. Still not enough? That's where the Kudzu comes in. With all those Icy's around, Kudzu can be an effective means of crushing your opponent's lands. Just play it on an obtrusive land, tap it with an Icy, and when he moves the Kudzu to one of your lands, tap your land and give it back to him. With eight elf dudes, you'll be able to afford losing a land or two.

Now, what do you add to a land destruction deck to make it better? Why, more land destruction! Strip Mine is a no-no in Extended, but that's okay...it's been replaced by Tempest's Wasteland. Sure, Wasteland can only target non-basic lands, but this

is the Extended format we're talking about, where duallands and Mishra's Factories reign. With 21 ways of tak-



The rebellion in the Chia factory was bound to happen sooner or later.

ing out your opponent's land, you should be able to knock out at least one of the colors your opponent is playing, and often more than that.

However, good landkill decks aren't only about killing landthere will be times when your opponent is able to cast spells and creatures. You need to be able to control all aspects of the game. In some cases, you'll go up against a deck that utilizes Diamonds or Medallions. Fortunately, the Creeping Molds and Icy's handle these just as well as they deal with lands. (Plus, they make great fodder for your Uktabi Orangutans.) You might have trouble with a big creature if your opponent can get one into play. If such an instance arises, it's usually Icy to the rescue. Otherwise, you may have to take a pounding until you've got enough critters and damage dealers to gang-tackle it.

Weenie creatures, on the other hand, are a breeze. Triskelions are a bit pricey at six mana, but you'll usually have enough

ARTIFACTS

3 Gursed Scroll 4 lcy Manipulator

4 Triskelion

GREEN

GREATURES 2 Erhnam Djinn

4 Fyndhorn Elf 4 Llanowar Elf

2 Uktabi Orangutan

GREEN SPELLS

4 Greeping Mold

1 Kudzu **4 Stunted Growth**

4 Thermokarst 4 Winter's Grasp LANDS

12 Forest 4 Mishra's Factory

4 Wasteland

3 Barbed Foliage 3 Emerald Charm 2 Serrated Biskelion

2 Ouirion Ranger

3 Tranquility 2 Uktabi Orangutan

Mishra's Factory -

Stalking Stones

Triskelion

Serrated Biskelion



"Is this your idea of a Light spell?"

mana by the time you need them anyway. 4/4 creatures are always nice, but it's the Triskelion's firing ability that really makes it worthwhile. One Triskelion can pick off a one-, two- or even three-toughness creature. If there aren't any creatures in your way, you can opt for the all-out attack. Attack for four and then shoot three counters at your opponent for a total of seven damage. Just don't make the mistake of firing those counters until they'll win you the game. You'll always have an opportunity to use the counters, so wait until the last possible moment.

Another good damage-dealer is the Cursed Scroll. This is quickly becoming one of the most popular tourney cards. Just hold onto a few extra land, use the Scroll when all you've got is a handful of Forests and you're assured two points of damage. Of course, there's always good old fashion beat-down. Erhnams are among the most cost-efficient creatures in Extended and the ever-annoying Mishra's Factories are always ready to deliver some damage. Even your army of Elves can poke away a few points.

The kicker in this deck is Stunted Growth, a hugely underrated card that can devastate your opponent, ensuring that once you have the advantage, you keep it. Forcing your opponent to put three cards back on top of his library has many ramifications, not the least of which is that your opponent won't draw any land for at least three more turns.

The sideboard is mostly built to augment the effectiveness

of this deck against other popular deck archetypes. The Emerald Charms and Tranquilities will help you take out gimmicky decks like Mesacraft and Fruity Pebbles, and the Barbed Foliages and Serrated Biskelion give you more protection against those annoying Knights and Orders. For decks toting a lot of artifacts, be sure to sub in the extra Orangutans.

Kudzu's Revenge gives you an opportunity to play with some older cards you never thought you'd use again while still being competetive in the Extended environment. With no dual lands in the deck, it's significantly cheaper to build than most other Extended tourney decks, and there's nothing quite like seeing the look on your opponent's face when you defeat him with a Kudzu.

Gary Wise is a frequent member of the Pro Tour. If you happen to bump into him, he'd be happy to trade his extra killer Kudzus for your useless dual lands.

THEME DECKS

FOGLIO PORTFOLIO

When it comes to theme decks, we've covered a broad range of topics over the years—everything from sports to demons to the irreverent bashing of old people. One thing we haven't looked at is artists. So, in our 32nd installment of "Theme Decks," we've decided to honor a prolific Magic artist—and who better than Phil Foglio, winner of the 1997 InQuest Fan Award for best artist (see pg. 88)?

Our man Phil has worked on 42 different Magic cards—unfortunately, most of them suck. (In play value, that is, not artistically.) So, in order to come up with a playable deck, we had to reach into some of Phil's other work. Tempting as it was to include some XXXenophile cards, we managed to limit ourselves to Portal and, of course, our very own "Holiday Magic Cards" (InQuest #33).

■ Jeff Hannes, Foglio Groupie

ARTIFACTS

- 1 Easter Egg (10)
- 1 Hollow Weenie (10)
- 1 Mirror Universe

BLUE

- 2 Apathy
- 1 Browse
- 3 Cloud Pirates (Portal)
- 1 Command of Unsummoning

(Portal)

- 2 Dream Cache
- 2 Gaseous Form
- 1 Prosperity (Portal)

GOLD

- 1 Flag Day (10)
- 1 New Year's Eve (10)

RED

1 Orcish Librarian

GREEN

- 3 Bee Sting (Portal)
- **3 Killer Bees**
- 1 Lure
- 1 Recycle
- **3 Redwood Treefolk**

WHITE

- 1 Cleanse
- 1 Humility
- **1 Icatian Scout**
- **3 Master Decoy**
- 1 Unlikely Alliance

LANDS

- 6 Forest
- 7 Island
- 4 Mishra's Factory
- 2 Rainbow Vale (little bit o'
- Kaja)
- 5 Plains



MORE OF THE BEST IN TOURNAMENT-L



BY ZEN FAULKES

Intil now, Legend of the Five Rings players knew Scorpion almost exclusively through dishonor decks. But Scorpion Clan Coup is set during the time when Scorpion was at their height, not the defeated clan we've known. This Bayushi Scorpion deck includes the deviousness you'd expect of a clan who acted as Rokugan's secret police, but with the armies of a great clan as well. A few touches of sabotage act like a scorpion's pincers to hold your opponent down while your military power acts as the scorpion's tail, delivering the killing blow.

Scorpion have always been masters of denial, and some staple Scorpion cards appear in this deck. Yogo Asami, with her ability to bow personalities on both your turn and your opponent's, is profoundly annoying in head-to-head games. Ninja Shapeshifters are included mainly to copy her ability, allowing you to lock up personalities so that your few big units can go over and whomp undefended provinces. Of course, if your opponent has nifty personalities that the Shapeshifters can copy...go for it.

Although dishonor isn't the main theme of the deck, Secrets on the Wind is here. It's included to slow down honor gain, and make key personalities vulnerable to Force of Will and Test of Honor. If you're facing a Shadowlands deck (like Junzo-in-a-Can), do not discard Force of Will to the Merchant Caravans. With a 4 focus value it's tempting, but you will in all likelihood need those spells to kill off big, icky oni.

Once you've managed to hang up or eliminate most of your opponent's personalities, you can unleash the armies of Scorpion. The strategy is, "Feint east, strike west." Bayushi Marumo is a key personality in this deck. His gold cost and zero honor-requirement made him nearly useless with the Ruined Scorpion stronghold, but he looks mighty fine to a Bayushi Scorpion player. His ability to move from province to province makes him work a little like cavalry or Traversable Terrain. Marumo's maneuverability lets you pull some tricks that pure cavalry



Yogo Asami's Poison Works and Beauty Salon: It's better to look good than feel good.

can't, however. For instance, you can lay in Suspended Terrain at one province to bog down your opponent's units even more, then have Marumo leave the battle to avoid destruction.

Other options for moving units to put your forces where your opponent doesn't expect them include Superior Tactics, Yogo Shidachi and Bayushi Tangen. Shidachi doesn't bow when using his innate ability, which means you can use him to move your units, then cast Light of Amaterasu or Force of Will later.

Mainly because of Marumo's ability (he can only move when he's got a single follower), you want to pack a lot of punch into one follower. Elite Heavy Infantry and Imperial Honor Guard, which would have been almost impossible to use in a Ruined Scorpion deck, are just the ticket. Bushi Dojo and Hub Villages help pay for these pricey armies.

If your samurai don't show up where the Hub Villages are attached,

DYNASTY DECK REGIONS

PERSONALITIES

- 3 Bayushi Marumo
- 1 Bayushi Shoju (Inexperienced)
- 3 Bayushi Tangen
- 3 Ninja Shapeshifter
- 3 Shosuro Ikawa
- 1 Soshi Taoshi
- 3 Yogo Asami
- 2 Yogo Shidachi

- HOLDINGS
- 3 Bushi Dojo
- 3 Geisha House
- 3 Jade Works
- Merchant Caravan
- 3 Ninja Stronghold 3 Small Farms

1 Grossroads 1 The Hub Villages

- 1 In Time of War
- 1 The Darkest Day

1 The Fair Voices of Lies

FATE DECK

ACTIONS

- 2 Accessible Terrain
- 2 Block Supply Lines
- 2 Confusion at Court 1 Encircled Terrain
- 2 One Koku
- 2 Rallying Cry 1 Ring of the Void

2 Superior Tactics

- 2 Suspended Terrain
- 1 Test of Honor
- 1 Toturi is Drugged

FOLLOWERS

- 3 Elite Heavy Infantry
- 3 Heavy Infantry
- 3 Imperial Honor Guard

1 Ancestral Sword of the Scorpion 1 Obsidian Mirror

SPELLS

- 3 Force of Will
- 1 Light of Amaterasu
- 2 Secrets on the Wind

SUBSTITUTIONS

OBSIDIAN MIRROR

Climbing Gear Armor of Sun-Tao No-Dachi

TEST OF HONOR

- Bribery
 - Shadowlands Sickness Freezing the Lifeblood

NINJA STRONGHOLD

- ➤ Go Master Armory
 - **Retired General**

egends of the Five Kings The & © Five Kings Publishing



"No! Not the Imperial Sleeper Hold!"

you can often move them there using Shosuro Ikawa's ability. Likewise, you can use Ikawa's nifty ability to flip your holdings into a province with Crossroads attached. Don't forget that Ikawa can also move your opponent's cards out of his favorable regions. Sometimes, you might want to use Ikawa to move fortifications before they're paid for in the Dynasty phase. If your opponent already has Unscalable Walls at one province, sliding a second copy of that fortification over to the same province will usually ensure that it can't come into play.

When you've got so much force backed into a few tight bundles, Light of Amaterasu is a very effective spell. It's a reusable Rallying Cry for one unit. With that spell, or a Rallying Cry, Accessible Terrain can allow you to munch more than one province a turn. Once you've destroyed a province, use Accessible Terrain to move a unit into another battle from your fief.

Despite the number of doors opened up with the introduction of the Bayushi stronghold, some things haven't changed. By now, Scorpion players should be used to being behind in the honor race, and that's still the case. The Imperial Honor Guard and a little Confusion at Court should keep your armies from being thwarted by the Imperial Favor. I haven't included Breach of Etiquette, though, because clans that used to be frozen in their tracks by a single Breach of Etiquette (like Lion and Naga) are no longer so vulnerable to it. There are lots of good events to hurt honor decks, so some of those are used instead.

Big, high-force units (lots of those here) are natural targets for duels. Although your samurai have respectable chi, it's not high enough to avoid getting sliced by a good dueling deck. Luckily, Bayushi Tangen can take the blade for your military leaders. He helps pump up the Ancestral Sword, too.

Because the new Scorpion stronghold means you can peek at your opponent's hand on a whim, I couldn't resist including The Obsidian Mirror. Yes, it's slow to enter play, but it is a fun way to deny your opponent some key fate cards. Even without the Mirror, do not underestimate the stronghold ability to look at your opponent's fate hand. You can go into battle and know whether your opponent has a Superior Tactics ready to destroy your terrain, or whether you will be hit with Block Supply Lines and won't be able to straighten, or whether you risk a Counterattack. Any soldier can tell you that information is ammunition.

Zen Faulkes was the top Crab skirmisher at the Day of Thunder tournament at GenCon '97. That should count for something, shouldn't it?

UP YOUR SLEEVE

THE 38TH HANTEI FALLS

Just having an opponent lose the Imperial Favor makes this card useful, but The 38th Hantei Falls is especially cool because it provides a new way to win. If you have all four Walls of Otosan Uchi out when this event hits, you win. This victory path depends on two factors: getting the Walls in play and having the event show up at the right time.

Getting the four Walls into play is not difficult. Not only do you have Through the Waterworks, you can also use the event Architects of the Wall and the Kaiu Gastle region to pull them out of your dynasty

deck. Political Distraction can help deal with the honor loss if you plan on pulling out a couple of Walls in a single turn.

Of course, not only do you have to get the fortifications in play, you must keep them in play to win. A single Wall in the discard pile spells the end for that little victory plan. When you need help with fortifications, call a Crab. Shiryo no Kaiu provides much needed



insurance by letting you retrieve a discarded fortification. Try attaching the ancestor to Kaiu Suman: he's cheap, has no honor requirement and can move the Walls to your province of choice. For instance, if you attach Walls to a Lost Valley, they'll be safe from Explosives or Alhundro Cornejo. Put the Walls in a Clan Heartland, and they're safe from attacking armies. Shosuro Ikawa will let you move them, too.

Having The 38th Hantei Falls resolve at the right moment is much trickier. Avoid Fate and the Seer promo card are popular ways of stalling events, but there are other ways to help ensure the event appears only when you need it. First, you'll need to know when the event is in your provinces. You can use a Ninja Spy to accomplish that (and you'll probably have them in your deck to play Through the Waterworks), or have cards turned face up outside the Dynasty phase with Essence of Air or Shiryo no Shosuro. You can have one of your cheap shugenja cast Strike at the Roots to put The 38th Hantei Falls at the bottom of your Dynasty deck. Later, once you've retrieved all the Imperial fortifications, use Augury to fetch the event and put it back at the top of your deck, giving you a win at the start of your next turn.

Zen Faulkes

FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S









YOU CAN'T WIN.

Win? Who cares about winning? On the verge of yet another humiliating defeat—this time at the hands of Heather "The Hurt" Harris—Eugene T. Dudley, the world's worst *Magic* player, hasn't even been thinking about victory. He's been thinking about protection—no silly, protection from colors. In fact, his latest losing deck was constructed with only one goal in mind: to give one of his creatures protection from all five colors.

Heather's done her part to make sure Eugene doesn't have a prayer of winning, putting the hurt on him with a Shivan Dragon. Eugene could try and hold off the Dragon for a few more turns, but what's the point? Heather's up over 40 life and Eugene has, well, a Wood Elemental. However, he's pretty sure that he finally has all the cards he needs to execute his plan. The question is "Which creature will it be?"

Can you help Eugene figure out which one of his creatures can gain protection from all five colors this turn and how to do it?

KEEP IN MIND THE FOLLOWING:

- It is the beginning of your main phase. Your life is irrelevant.
 Your graveyard is irrelevant. You will be assim—er, never mind.
- The Flickering Ward on the Wood Elemental is giving protection from green.
- The Wood Elemental is 1/1. How lame.
- You must give one of Eugene's creatures protection from black, blue, green, red and white. You do not need to give the creature protection from purple.
- A creature with protection from a color cannot be targeted by spells or effects of that color.
- If a creature gains protection from a color, any enchantments of that color on the creature are immediately buried.
- If you're wondering how Eugene got that Ihsan's Shade into play, you're clearly not spending enough time on actually solving the puzzle.

HAND

Mind Bend Prismatic Boon Prismatic Circle Prismatic Lace Prismatic Ward White Ward

CARDS IN PLAY

Ersatz Gnomes Ihsan's Shade Scragnoth Willow Priestess Wood Elemental with Flickering Ward

LAND

Forest (x2) Island (x3) Plains (x4) Rainbow Vale

THE CONTEST

Mail in your step-by-step solution to:
DEAD MAN'S HAND:
PRISMATIC PROTECTION
C/O INQUEST
PO BOX 118 CONGERS NY
10920-0118

The winner, randomly chosen from all correct entries, will snag a box of Stronghold. All entries must be postmarked no later than March 27, 1998.

THIS MONTH'S DIFFICULTY RATING:

Knuckle Cracker				
	100			

LAST MONTH'S "HAVE A HEART" SOLUTION:

- During your upkeep, spend two mana to activate the Soldevi Digger, putting the Heart of Bogardan on the bottom of your library.
- Tap two Islands and activate the Flooded Shoreline to return the Urborg Stalker and the tapped Islands to your hand.
- Tap two Islands and activate the Flooded Shoreline to return the Ertai's Familiar and the tapped Islands to your hand. Because the Familiar left play, the top three cards of your library go to the graveyard.
- Spend three mana to cast Corpse Dance, bringing the Tolarian Serpent into play.

- Pay for the Tolarian Serpent by putting the top seven cards of your library into your graveyard.
- 6. Process the Black Vise. You now have nine cards in your hand, so you take five damage. Spend two mana and activate the Bone Mask to prevent the damage, removing the top five cards of your library from the game.
- 7. One card remains in your library, the Heart of Bogardan. Proceed to your draw phase and draw the Heart of Bogardan
- 8. Bobby kills you with a Lightning Bolt and takes off with Lula, his new valentine. Better luck next time, Eugene.

STUMPERS

FREQUENTLY ASKED QUESTIONS ON MAGIC: THE GATHERING



STUMPER

: If my opponent has a Lich in play and I use Steal Enchantment, does my opponent die? —JUSTIN PFLIGER, NACHES, WA

Let's "you lose" only triggers if it leaves play, not if it changes control. So your opponent will have zero (or less) life but still be in the game. If he can get back above zero life before the end of the phase, he's fine. If he destroys the Lich before then, YOU lose.

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

- **Q:** What happens if you Ertai's Meddling your opponent's Ertai's Meddling?
 - -Jacob Gallay, Babylon, NY
- A: Ertai's Meddling is as good as a counterspell for any interrupt. The target spell won't be there when the Meddling'd interrupt finally resolves, so it will fizzle.
- **Q:** What happens when The Wretched is blocked by The Wretched?
 - -Chue Vang, Sheboygan, WI
- A: The attacking player gets both of them. The Wretched only gives control of things blocking it, not things that it blocks.
- **Q:** What will happen if I cast Repentance on a Spirit of the Night or some creature with a protection from its own color?
 - —Kalayaan Magno, The Philippines
- A: It will deal damage to itself, and then the protection will reduce that damage to zero.
- **Q:** If I cast an Earthlink (cost of BRG3) could I gain three life from Wooden Sphere, Throne of Bone and Iron Star?
 - -Andy Newell, Kokomo, IN
- At All three will trigger. If you pay three mana, you'll get three life. If you had three of the same artifact, instead of three different ones, you could still gain one life from each.
- **Q:** If I have a Forsaken Wastes in play and cast a Drain Life, will my opponent still take damage?
 - —Eric Kowalsky, Auburn, NY
- A: Yes, but you won't gain any life.



HUH?

What happens if you leech your buddy's Lich?

- **Q:** My opponent casts Aspect of Wolf on one of his creatures, and I cast a Deflection to change the target to my creature. What does my creature get?
 - -Alex Braitberg, St. Louis, MO
- A: Your opponent still controls the Aspect of Wolf, so it counts his Forests (and not yours) no matter whose creature on which it is located.
- **Q:** Can you use the last counter of a Gemstone Mine and then sacrifice it to Army Ants? Or sacrifice it then, as a mana source, tap it for mana?
 - -Paul Sible, West Virginia
- A: No to both. When you remove the last counter, the Gemstone Mine is destroyed as a triggered effect. You can use mana sources (like Squandered Resources) before it destroys itself but not regular abilities like Army Ants. And when you sacrifice something, you place it directly into the graveyard; there's no time to slip in a mana source.
- **Q**: What type of mana does a land produce when you have a Ritual of Subdual and a Hall of Gemstone in play?
- —Evan Barkhouse, Nova Scotia, Canada A: During the untap phase and the first part of the upkeep, all the lands produce colorless. Once you resolve the Hall of Gemstone's upkeep effect (regardless of the order they were cast), the lands produce the chosen color until end of turn.
- **Q:** I have an Æther Flash in play and my opponent casts Nature's Revolt. Do all the lands go to the graveyard?
 - -Sheila Hoaq, Carleton, MI
- A: No. The land-creatures are already in play; Æther Flash only triggers when a creature comes into play. It won't kill new lands either; since they don't become creatures until they're in play, Æther Flash misses its chance to trigger.
- **Q**: When a creature with a Licid on it attacks and becomes tapped, does the Licid become tapped as well?
 - —Peter Meijer, The Netherlands
- A: No. Usually people tap the creature and any enchantments on it together because it's more

convenient and makes no difference for normal enchantments. But technically, the enchantment doesn't tap. In the case of Licids, you need to be careful to tap just the creature, since it does make a difference.



Q: Can I phase out the creature animated by Coffin Queen, untap her and get another?
—Brian Braun, Derlap, KS

A: Yes. When a creature phases out, its link to the Coffin Queen is broken. When it returns you still control it, and it won't be removed from the game if you untap or lose control of the Coffin Queen.

Q: If I use Thran Forge to turn my opponent's Shivan into an artifact creature and then use Aladdin to gain control of it, would I control it long enough to attack with it?

—Christopher Iglehart, Vail, CO

A: Yes. You keep control as long as Aladdin is in play, even after the Shivan stops being an artifact.

Q: If my opponent has creatures on his Cold Storage or Safe Haven and I gain control of it and sacrifice it, do I gain control of those creatures?

—Josh Kuchta, Fairborn, OH A: Whoever owns each creature card from Cold Storage or Safe Haven gets control of that creature, no matter who activated the Storage/Haven.

Q: With a Bösium Strip in play, can I counter my opponent's Fireball by using an Arcane Denial which is on top of my graveyard?

-Matthew Snead, Adrian, MI

A: Only if you already activated the Bösium Strip earlier in the turn. Activating it is an instant, which can't be done in the interrupt window.

Q: I cast Blood Frenzy on a creature. Before the end of the turn, I cast Flickering Ward and choose red. What happens?

-Kyle Goff, Sacramento, CA

A: The creature still has +4/+0 and still gets destroyed at end of turn. The Blood Frenzy spell targeted the creature, but once it's resolved, the effect is attached to that creature and isn't targeted.

Q: I use a Helm of Possession to take control of one of my opponent's creatures. Next turn, can I sacrifice that same creature to take control of another one of his creatures?

—Adam Zorza, Novi, MI

A: Not quite. You can't use the Helm again without untapping it, and if you untap it, you lose control of the creature. You need two Helms to pull off this trick.

Qt I cast two creatures, a Goblin Hero and a Mogg Fanatic, and my Enraging Licid hops onto the Goblin Hero. I attack. I then cast Relentless Assault, transform my Licid, and have it hop onto the Mogg Fanatic. Can the Goblin Hero participate in my second attack or is it sick?

—Sean Costales, Redlands, CA

A: We'll assume you used a Twiddle or something to untap the Licid in between—otherwise, it can't hop onto the Mogg Fanatic. Yes, the Goblin Hero is sick. Enraging Licid doesn't

the Goblin Hero is sick. Enraging Licid doesn't remove summoning sickness; it just makes the creature unaffected by the sickness as long as the Lidd is attached.



HUH?

When playing Portal, do you stand by the rules or the cards?

Qz My friend and I were playing Magic when I drew Defiant Stand, a Portal card. The card reads "Play Defiant Stand only after you're attacked, before you declare interceptors." There is only one problem...it's a sorcery! You can't play a sorcery on someone else's turn. How could Wizards of the Coast miss such a mistake?

—Joseph Phillips, West Palm Beach, FL

At The prime rule of Magic is that if a card's text contradicts the rulebook, the card wins.

Portal has quite a few sorcery spells which are played on the opponent's turn since the set has no instants.

Beth Moursund didn't want to answer that "sick Licid" auestion—she wants to avoid ill Licid affairs.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at IQStumpers@aol.com or write to:

STUMPERS % INQUEST 151 WELLS AVE. CONGERS, NY 10920

Include your full name, mailing address and phone number.

stumpers spotlight



I had a character with Diplomacy 5 and Intrigue 3 in an Intrigue conflict. He had already rotated to declare that he would support in the resolution phase. I knew I was going to lose by 2, so I played Level the Playing Field on him so he could apply his Diplomacy instead. Is that legal?

A: No. Timing in B5 is almost always "X happens then Y happens." By playing this card, you cannot retroactively alter how you decided to participate in the conflict.

Q: It is not completely clear whether the tension tokens are linked—i.e., are the Narn-Centauri and Centauri-Narn tensions independent settings?

A: The description of the status tracker in the rulebook says it tracks "the relative tension of each race toward the others." Narn hostility toward the Centauri may not necessarily be the same as Centauri hostility toward the Narn. The values start off reciprocal but can become different as the game progresses.

character and that character gets promoted to the inner circle during the action round, is it still a valid target for the original conflict?

A: Yes.

Q: With the card Border Raid, if you initiate that conflict, can you attack with more than one fleet? The card only says that you have to support with only one fleet, but it says nothing about attacking your opponent.

A: The only thing you can do with your fleets is what is permitted by the card. So, the initiator can support (only) with one fleet (only) and the defender can attack or oppose (only) with one fleet (only).

Q: Is there a hand-size limit?
A: Nope. (And, apparently, no reason to take advantage of the end-of-turn discard—10)

Special thanks to Doug Williamson, Dave Hewitt and the *B5* Rangers. For more information, call toll free 888-256-4955, e-mail questions to b5events@aol.com or write: Precedence Publishing, P.O. Box 28397, Tempe, AZ 85285.

HOUSE RULES

THE BEST IN CAME VARIANTS:

Clone Wars

By Paul Hegyi

"As the battle ends, Darth Vader and Luke Skywalker stand side-by-side, deactivating their lightsabers. They stand over their fallen enemies, the Mandalorian Warriors Han Solo and Boba Fett."

What?!! Luke Skywalker and Darth Vader fighting together? Han Solo partners with Boba Fett? It's just another day in the Clone Wars, a Star Wars CCG variant that allows you to incorporate cards from both sides of the force into one deck.

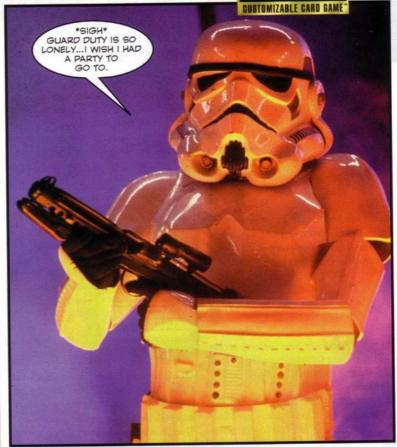
OPALECTE As in a normal game of Star Wars, the object is to run your opponent out of force.

SETUP- The major setup difference in this variant is deck construction. You may freely combine cards from both the Dark side and the Light side with the following restrictions:

- · Your deck still must contain 60 cards.
- You may only have as many of a card in your deck as its on-table restriction. If a card has no restriction, you may include as many copies as you wish.
- You may include multiple incarnations of the same character, such as Luke Skywalker, Commander Skywalker and Son of Skywalker.
- If possible, use card sleeves to help differentiate your cards from your opponent's.

RULES CHANCES: Here are the major things to keep in mind regarding the rules:

- Even though Dark and Light are now interchangable, cards which would only work on a Rebel or an Imperial still function as such.
- Since neither player is the Dark side, determine who goes first randomly.



DOUBLE TROUBLE

In this Star Wars CCG variant, you can enact battles from the Clone Wars. Instead of being restricted to cards of one side, you may now include any SWCCG card in your deck. Now's your chance to use that Mandalorian Armor on Han Solo or have Darth Vader train Leia to be his apprentice.

The majority of the changes in this format are ways of dealing with specific cards (no, you can't Epic Duel against your own Luke). Also, there are some minor deck construction and setup changes that facilitate and balance the environment—yes, they are clones, but allowing 10 Vaders, 10 Lukes and 10 Obi-Wans would be bad.

You may include any SWCCG card in

your deck to a total of 60 cards. Individually, you may only have as many of a specific card as it's on-table restriction. For example, Luke Skywalker has one unique •, so you can only include one copy in your deck. However, you could also include one Son of Skywalker and one Commander Skywalker, and you could even have all three in play at the same time.

On the other hand, Sense has no restriction, so you may have as many as you'd like. Remember, all locations have a single •, so you may only have one of each. Card restrictions are local to your side of the table, so each player may have a copy of a unique character on their side (allowing two Yodas and two Executors in play at once). Out of play is modified so that your opponent can still have a copy of a character if your copy is out of play.

, © 1997 Lucasilim. Courtesy of Foto Fan

62 INQUEST 36

The facing of a location is important, and no longer clear since you do not represent a specific side of the Force, Now, when you play a location, you see which side of the force the card is (from the back of the card) and face that side towards you. This can also be seen by the uniqueness dot (which is red on the side that should face you) or the picture, which should be upright.

This variant allows you to take advantage of some of the combo cards in a unique way, but must also restrict those that go too far. As a rule, battle interrupts such as Gift Of The Mentor or Dark Collaboration will work regardless of the side the required participants are on. So, if you have Luke battling against Obi-Wan, you may play Gift Of The Mentor to add 2 battle destiny. The same follows for the "opposing" destiny adders, such as I Have You Now and The Force Is Strong With This One. You can have both targets on the same side, easily setting up a combo with both your Luke Skywalker and your ability > 2 Imperial to play The Force Is Strong With This One.

Epic Events are a special case that must be treated individually. With Attack Run, your opponent only loses force if he deployed the Death Star. Your opponent only loses force from Commence Primary Ignition if he deployed at least half of the blownaway Rebel Base locations (so you can't just toss out Yavin to blow it away). If you successfully Target The Main Generators, damage is only dealt if your opponent deployed the Hoth: Main Generators (he takes the damage). Epic Duels can only be played against your opponent's target, though you may do it in reverse (using Run Luke, Run to initiate a duel with your Luke against your opponent's Vader). If you cross your opponent's character, it is considered out of play for him but you may keep a copy of the character if it is already on table (or deploy one after the cloned copy is lost).

Deploy restrictions resulting from the Hoth: Main Generators work for the player that deployed the site (his opponent can only deploy to the outermost exterior marker). On the other hand, the Dagobah deploy restriction still affects all players.

As a general rule, cards that specify an opposing side of the force look to or target your opponent (a Light Side card that refers to the Dark Side now uses your opponent). Cards that refer to a specific color of icon act on the icons on the side of the table they would normally effect. In the case of Dias Puhr (a Dark Side card using Dark Side icons), his power is determined by the icons on your side of the table. With cards like Probe Droids and Wyron Serper, look at your opponent's side of the table to determine their use. Let's not get into Brainiac

Although these rules take into account many card changes to help make Clone Wars fun and different, don't wholly change all the cards. You still need to respect the difference between Rebels and Imperials and realize that they are not interchangeable. If a card thematically works only on Rebels (such as Scanning Crew), you cannot use it against Imperials. That Imperial Scanning Crew from "Star Wars" was looking for hidden Rebels, not their own people.

That should be enough to get you going on your own cloning spree. If any quetions pop up that aren't covered here, use your best "Star Wars" judgment. Failing that, there's always rock, paper, scissors. Now, get those Spaarti Cloning Cylinders up and running so you can crank out that unbeatable force!

Paul Hegyi, West Coast squadron leader and full-time Star Wars player, hopes to one day earn a job at Decipher cleaning out the chamber pots.

CLONE BRIGADES

Clone Wars allows you to try plenty of new strategies by mixing cards from both sides. Here are a couple of exciting deck ideas you might want to try:

• Mains-and-Toys has a new twist now. Ever been unable to play The Force Is Strong With This One because your opponent doesn't have a high destiny Imperial? Now, you can play that Imperial or Vader himself! With Back cards, Tunnel Vision and Unexpected Interruption, you should be able to pull off the combos without three Vaders in your deck.

 The ultimate in space superiority. We all know that the Rebels have the best snub fighters, effectively combining cheap cost, hyperspeed and good power. The Imperials make the best intimidating ships, from the cheap Victory-Class Star Destroyers to the unbeatable Executor. Now, you can combine all the best star ships in a deck with the best force drain sites (Light Side Kessel, Dark Side Kiffex and Kashyyyk). With Haven, you'll be able to get them all out cheap and spread fear across the galaxy with your unbeatable force.

 Speed Dark Deal. Remember the strategies that developed with Echo Base Operations? Now, you can put them to use to bring about Dark Deal. Start with Bespin: Cloud City, run all the Cloud City sites, and include assorted droids and How Did We Get Into This Mess? to cycle through and quickly control the three sites and the sector. With the +4 bonus from Dark Deal, you shouldn't have any trouble keeping it out long enough to drain your opponent with the +2.



CREATIVE CAMPAIGNIG

INSPIRATION & ADVICE FOR GAMEMASTERS

The use of a well-crafted deathtrap can get the action rolling.

BY ALLEN VARNEY

Dne Last Desperate Chance

t last I have you in my grasp, Captain Courageous!
When this candle burns through that oh-so-thin length of twine, the 16-ton-weight hanging over your heroic head will turn you into heroic cream cheese!"

Deathtraps. The nefarious villain traps our hero in an inescapable contraption, from which our hero ingeniously escapes at the last possible instant! Deathtraps ornament sci-fi and fantasy pulp fiction, superhero comics, action movies and, some might say, the Clinton administration. But in roleplaying, we see them less often. Why?

THE DANGER OF CREATING DANGER

Because, though deathtraps can enhance any kind of adventure, you can find trouble just getting your player characters into your trap. Your villain either has to pound them all into oblivion, or you must shanghai them with knockout gas or other plot devices. And players irrationally hate that.

Always make your deathtrap a backup option, a side event in your larger story. Try to get the heroes into the trap, but if they cleverly bypass it, more power to them. If they fall in, they should blame themselves, blame the villain, anyone but you. A couple of standard trap-springing techniques encourage this: trickery (the villain has covered his headquarters with an invisible sedative) and coercion ("Jump into the pit, hero, or Grandma Jones is toast!").

An even greater risk: Deathtraps can kill your PCs. Unlike fictional heroes, players have no writer ingeniously engineering their escape. If they don't twig to the solution, you have to spring the PCs through lame NPC intervention or, worse, leave them to a gory and dramatically inappropriate death.

Here, though, you have storytelling tools to preserve their lives. Engineer the NPC's intervention to give the story a nice twist—say, by having the villain's repentant henchman release the heroes. Also, consider making the trap non-fatal: The villain doesn't want to kill the heroes, just delay them, humiliate them or learn about their powers. If the PCs can't get out in time, the revelation ("Hey, we're not dead!") should prove a surprise.

Maybe you sneer at a harmless deathtrap. In that case, make sure to drop hints for at least one escape from the trap, either before you spring it or as it works.

64 INQUEST 36

"NOW I'VE GOT YOU!"

The essence of the deathtrap is delay. Heroes enter room, fall into bottomless pit, the end: not a deathtrap. Heroes stand on narrow ledge above bottomless pit, ledge slowly pulls into wall beneath their feet: a fine deathtrap—because the victims have time to dread their fate and conceive a daring escape plan.

Why would a villain put his enemies in this trap instead of killing them?

- Ego: The bad guy wants the satisfaction of seeing the heroes squirm and of demonstrating his intelligence. You may well observe that, if he had the brains of a mashed potato, he'd know better. But the villain doesn't realize he's merely a character in the hero's story. The villain thinks he's the star, and his deathtrap demonstrates his style.
- Schedule: A tight timetable forces the villain to stow the captured hero in some handy mud pit. "When the tide comes in, he'll drown,, or at least he'll be too busy to stop us. Now, follow me. We've only got 14 minutes to blow up the White House." This suits the brainy schemer who has a few more IQ points than the standard egomaniac.
- · Intelligence: The most cunning evildoers, far from underestimating the heroes, want to learn why these guys keep winning. By putting them in a seemingly foolproof trap and watching closely, the villain learns more about his enemies, possibly even a damaging secret.

As you narrate the circumstances of the deathtrap, keep these points in mind:

- . Uh-oh good, chuckles bad: The deathtrap should worry your players; skip the puns and broad humor.
- · Give them time: The heroes may have scant seconds to break free before the sawmill blade halves them, but offer the players a reasonable chance to think through things. Describe everything their PCs can observe.

The most cunning evildoers, far from underestimating the heroes, want to learn why these guys keep winning.

- . Make them sweat: The villain wants to scare the heroes, and so do you. Keep the heroes conscious. If your game has ways to let them converse weakly but not act, use them; otherwise, institute your own "grogginess" rule on the spot.
- · Multiple escape methods: Have a few possible escapes in mind for each trap ahead of time. Tailor them to your PCs' abilities. Are some heroes smart, others strong, still others perceptive? Give them each a way out, so that at least one will find it. Don't be surprised when they devise a solution you never expected!

BLUEPRINTS

Walls close in, water rises in tiny windowless rooms, tigers clamber up the slope, huge weights hang by threads.... You can recast these clichés with fresh angles ("This huge weight is actually the enlarged body of your baby daughter!"). But why re-cast when you can create something new? Check out these sample deathtraps, ready-made for a variety of genres:

Harmonic convergence: Trapped in a wind tunnel-either modern or magical—the characters notice a low hum under the vil-



Make the heroes sweat and the players will get the point.

lain's gloating. He makes his glib farewell, drowned out by the increasing hum. As the sound vibrates in their chest and sinus cavities, the heroes realize the sound will shake them to pieces. Strong heroes can smash through the vibration-weakened wall. Clever PCs can pinpoint the sound's source and destroy it. Gadgeteer superheroes could build a counter-vibrational device that cancels out the sound waves in their vicinity. And anyone can find the hidden ventilation baffles, lined with sound-absorbent air filters.

Salt boat: The villain is escaping onto the open sea in his luxurious ship. In pursuit, the heroes spy a vessel nearby and set out after him. Far out on the ocean, the hull begins to dissolve; it's made of salt laced with shark attractant. Can the heroes jury-rig a raft using the boat's few actual timbers?

Vacuum cleaner: The villain drains the air from a room either technologically or magically. The suffocating good guys must empty that nearby fishtank to improvise a diving bell, or smash through a wall, or block the air-removal vents, or....

Running the gauntlet: Sadistic villains link together several deathtraps. The heroes get out of the airless room but fall into the wind tunnel. Smashing through the wall, they enter an air duct that grows scorchingly hot. Leaving the duct, they must swing across an acid vat. Every step of the way, the villain watches and taunts.

DEATHTRAPS IN CONTEXT

Don't forget the reasons why you're constructing all these pits, volcanoes and giant pinball machines: You want suspense and a good scare but, you also want your PCs to shine. They show off by arguing with each other in the midst of deadly peril, by nobly endangering themselves to rescue their fellow victims and by using their unique abilities to foil the villain's plan. Secondly, your deathtrap gives the players a strong anti-villain grudge that can incite many interesting plot developments.

Your trap is a stage set, dramatically engineered for the characters to exert their skills and develop personal animosity toward their foe. These virtues make the deathtrap an important accessory in your gamemastering toolbox. Reach for it! It's almost within reach—with a superhuman effort you can just touch it-one last, desperate chance....

With a tremendous exertion of his mighty thews, freelancer Allen Varney broke free of this deadline.

training

game features to the *Star Trek Customizable Card Game*. The Borg affiliation, new gameplay mechanisms and no upper limit on draw deck sizes have created new strategies and changed how players interact with one another. The 130-card set contains revised personnel battle rules, new card types and several innovative twists that are sure to please old and new players.

Many players will find the temptation to try the Borg impossible to resist. Others will want to explore the gameplay enhancements offered. New cards offer strategic

benefits to all the affiliations, and many existing cards are now valuable due to rules changes. While the basic goals of the game are the same, more battles and the ever-present threat of assimilation make the spaceline a more dangerous place.

ASSIMILATE THIS

With the introduction of the Borg, the first new fully-developed affiliation since the game's release in 1994, players now have the ability to emulate the intergalactic bad guys from the Delta Quadrant. However, the Borg are a little different from other affiliations. They are very focused on their objectives and they have certain parameters within which to execute their plan. But don't worry; with their powerful ships and skill-sharing abilities, they have more than enough up their cybernetic sleeves to give any opponent a worthy fight.

The Borg don't attempt missions like other affiliations. Instead, the Borg use objective cards as their primary point-scoring method. They assimilate planets, ships—even other personnel—in an effort to win. Opponents must be wary, because although Borg cannot attack without an objective allowing them to do so, they can change their plans quickly and can counter-attack at will. They also have the ability to beam through opponents' shields, and with Defense drones that add strength to all Borg in the same hive, you don't want to be caught by surprise.

66 INQUEST 36

SIMPLE STRATEGIES and DECK DESIGNS

by tim ellington



CUSTOMIZABLE CARD GAME

PUBLISHER: Decipher **GENRE:** Science Fiction **RELEASE:** December 1997 PACKAGING: 9-card booster packs SUGGESTED RETAIL: \$2.50 per booster SET SIZE: 130 cards

COLLECTIBLE CARD GAME

Players who prefer the Federation, Romulan and Klingon affiliations will be making use of many new cards and gameplay innovations to make life more difficult for their opponents. Some new strategies will limit the effectiveness of counter-cards, like Kevin Uxbridge and Amanda Rogers, opening the way for more complex game plans. In any event, the *First Contact* expansion will give all players a host of different deck-building ideas.

PLAYING STRATEGIES

Players now have the option of choosing one of four affiliations or any combo of Federation, Klingon and Romulan to build their deck. Borg players will want to take advantage of some of the new rules of *First Contact* to construct a winning strategy. Most of the Borg personnel are universal, and though they are not terribly menacing by themselves, in multiples they can be a dominating force. The Borg player will want to have a good supply of drones to scout dilemmas, battle opponents and command his fleet. Pay special attention to the combinations of skills and subcommand icons when selecting your drones. Too few of one kind could be deadly.

The Borg objective cards allow your collective to initiate battle, assimilate planets and carry out operations in space. As a Borg player, you may want to employ a multi-faceted strategy to counter your opponent. You may want to have a very focused deck, with the objective of eliminating your opponent's forces or assimilating planet after planet. The good Borg player will strike a competitive



The long lost sixth Spice Girl, Borg Spice.

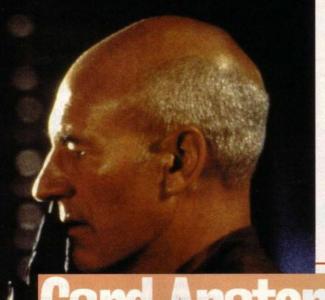
balance between offensive strategies and a methodical assimilation of the spaceline.

Players building decks around the three traditional affiliations will have to re-think past deck-building strategy. Cards such as The Line Must Be Drawn Here, Balancing Act and Intermix Ratio mean some gimmick decks that were successful in the past will be more difficult to execute. Now, players will have to focus more on the composition of their Away Teams and their ability to defend against personnel attacks. Dilemmas such as Lack of Preparation, Undetected Beam-In and Scout Encounter can be devastating to the unprepared. Hidden Agenda cards like Mission Debriefing and Prepare Assault Teams will keep both players quessing.

Other cards allow more thematic gameplay. Inserting seldom-used personnel into your deck to take advantage of their new mission specialist status can be advantageous, especially if you've got Assign Mission Specialists to give you the extra points. The downloading mechanism and the unrestricted upper limit on your draw deck allow for great flexibility in deck construction.

DECK BUILDING

The Borg affiliation is methodical and persistent. They start slowly, adding drone after drone until they gain momentum. Once they get going, they can create an impressive force. Knowing how to maximize the Borg reporting mechanisms can be essential to a successful deck.



Card Anatomy

A. Card Name: The * means no one knows what the heck the Borg Queen is.

B. Affiliation: This icon represents the new Borg affiliation. Only Borg players can use cards with this icon, and Borg players cannot use cards from any other affiliation.

C. Subcommand Icons: These icons identify to which subcommand a Borg is assigned: Communication, Navigation or Defense.

D. Skills: Any skills and/or special abilities the character possesses.

E Integrity: How integrous the character is.

F. Cunning: That Borg Queen's a sly one.

G. Strength: She's no Klingon, but she's no Wesley either.

H. Delta Quadrant Icon: You'll be seeing more of this in the DS9 and Voyager expansions.

I. First Contact Icon: Designates that the card is from the First Contact expansion.



KNOW YOUR OBJECTIVES. The Borg work best when they have a clear purpose. If your goal is to assimilate planets and complete objectives at space locations, don't worry about getting several massive Borg Cubes into play. The scout ships will do fine. If, however, you want to engage your opponent in ship battles, you need to build your deck to quickly report as many drones as you can; those cubes require a lot of drones to staff them. As a rule, you will want more Borg personnel in your deck than if you were playing another affiliation. Don't worry. There are several ways to get your Borg into play other than the traditional reporting to an outpost.

If you decide to build a Borg battle deck, start with your objectives. Since you can't initiate battle without the proper objective, make sure you stock plenty of the ones you'll need. Eliminate Starship is the foundation of a good attack deck. This allows you to target and battle an opponent's ships, but you don't score points for merely destroying them so stock a good supply of Salvage Starship objectives. You can get 30 points each after you blow up a ship; however, Salvage Starship only works at unique space missions, not planets. If you plan on doing a lot of battling and want to concentrate on space locations, also stock some Establish Gateway objectives. Not only can you earn points with them, but they allow you to download Transwarp Network Gateway cards, valuable assets for Borg spaceline movement.

You will also want to include some Assimilate Counterpart objectives, which allow you to battle an opponent's crew or Away Team. And if you're going to get a counterpart, you should put in



"You're sure this'll get rid of my acne?"

at least one Assimilate Homeworld objective. It's 40 points and hurts your opponent if you have the proper missions on the table. The key to getting all this to work is building an efficient deck.

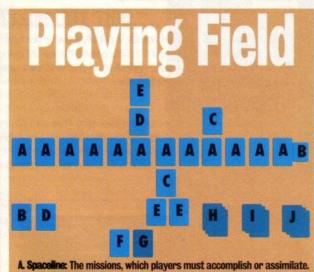
DECK RANDOMIZATION IS IRRELEVANT. The Borg need lots of drones—no problem. With the new deck-size rule, you can put as many drones in your deck as you like, as long as you have a minimum of 30 cards in your draw deck. While you should always use good judgment in building your deck, too many cards can dilute your deck strength; the Borg have more ways of getting out personnel than any other affiliation. Cards such as Undetected Beam-In, Scout

> Encounter and Retask allow you to download drones into play without using a card draw. Other cards, like Activate Subcommands and Awaken, can also get drones into play more quickly. In addition, the Borg Scout Vessel can "report with crew," and when you have a Borg Cube in play, you can report personnel directly to the cube. Proper utilization of these cards should make getting your Borg into play easy and efficient.

> A LITTLE O ON THE SIDE. The Borg, as with any affiliation, will want to make good use of a Q's Tent side deck. With the downloading function, you can have important cards ready to download without taking up deck space or having to play a Q's Tent from your hand. It's possible to have a Q's Tent side deck and depend on downloading to get out all the cards. This is also a good place to store contingency cards you may need.

> ADD OTHER AFFILIATIONS' DISTINCTIVENESS TO YOUR OWN. When building a Borg deck, mission selection is critical. Certain missions cannot be scouted by the Borg, so you want to make sure you select missions that work well with your strategy. Since your opponent may also attempt the missions you put into play if he has the proper personnel or Espionage cards, you also want to be careful not to give your opponent the opportunity. Missions like Tarchannen Study, which require more obscure cards or skills to complete, are solid choices. If you plan on assimilating planets as a strategy, include a few homeworlds in your selection.

> BECOMING ONE WITH THE BORG. Some of the new Hidden Agenda cards can create opportunities for your Borg to attack and assimilate if you plan carefully. One thing to remember though: Borg cannot score bonus points unless a Borg card specifically allows it; no easy five points with a Particle Fountain if you're playing the Borg. Other important



- B. Transwarp Doorway: The Borg use these to hop to and from the Delta quadrant.
- C. Starship: Traveling through space ain't like dusting crops, boy.
- D. Outpost: Where you bring characters and ships into play.
- E. Personnel: To boldly go where no Borg has gone before.
- F. Events/Objectives: Event cards you've put into play or your current objective.
- G. Hidden Objectives: Objectives which you haven't gotten to yet.
- H. Draw Deck: Where you get your cards.
- I. Discard Pile: Where your cards go after you use them.
- J. Q's Tent Sidedeck: An extra stash of cards you put together at the beginning of the game.

cards for the Borg player to stock are the "Adapt" interrupts, Transwarp Network Gateways and the Regenerate card. Even though the Borg are strong, they are not infallible. Borg efficiency equals Borg success. Here are some helpful hints when creating a Borg deck:

- Use lots of drones and try to get a wide variety of special skills. Even if you don't have a chance to use a particular skill, you can also use that drone for staffing or scouting.
- Have a good supply of Transwarp Network Gateways. Several cards can force you back to your outpost, and you will probably need the gateways to get back on the spaceline quickly.
- Always have drones and adaptation cards available for downloading.
- Make sure to put a Borg Queen and/or Locutus in a Q's Tent to increase your chances to get one in play.
- Have a specific strategy in mind and stick with it. Blowing up ships can be great fun, but if you built a deck to assimilate planets quickly, straying from the gameplan can slow you considerably.
- Use-but don't overuse-A Change of Plans.
- Don't reveal your objective too quickly.
 Let your opponent sweat for awhile.
- Stock several copies of the objectives you want to use. You're stopped cold without them.

RESISTANCE DOESN'T HAVE TO BE FUTILE

Although the Borg are a formidable opponent, running into a strong Borg deck does not mean you're going to lose the game. In order to win, you have to overpower their small ships and outmaneuver the larger ones. This means flexibility in your deck. You may have to attempt different missions than those you first planned because your first choices may be assimilated and unavailable. Keep a good distance from your Borg opponent; one Transwarp Network Gateway and you could be looking at the business end of a fully-functional Borg Cube.

And since every deck you face will not be Borg, you can't just build an anti-Borg deck or the other affiliations will wipe you out. The Klingons will be battle happy, the Romulans have some sneaky tricks of their own and the Federation has a few new toys as well. The key to success will be how well your deck can withstand the tests of the many new challenges First Contact has brought the Star Trek CCG universe.

Tim Ellington is Decipher drone Seventeen of Twelve. Math is irrelevant.

ne Leck

A BORG IN THE HAND...

This deck is a basic Borg attack deck with 30 seed cards designed to defend against a broad range of decks and a draw deck built to attack any opponent. It has a number of offensive cards, allowing your Borg to attack enemy ships and personnel.

The strategy behind this deck is to get your opponent to hit one of the Borg Ship dilemmas so you can play Retask, as well as reporting as many drones as possible to staff the Borg Cube you reported to your Borg Outpost. Clever use of the Scout Encounter and Undetected Beam-In dilemmas will get you some Borg Scout Ships on the spaceline to build some Transwarp Network Gateways.

Ingredients

SEED CARDS OUTPOSTS

1 Borg Outpost

MISSIONS

- 1 Cargo Rendezvous
- 1 Covert Installation
- 1 Investigate Anomaly
- 1 Patrol Neutral Zone
- 1 Repair Mission
- 1 Secret Salvage

DILEMMAS

- 1 Balancing Act
- 2 Blended
- 2 Borg Servo
- 2 Dead End
- 1 Don't Call Me Ahab
- 1 Female's Love Interest
- 1 Frame of Mind
- 1 Hunter Gangs
- 2 Lack of Preparation
- 2 Maglock
- 1 Male's Love Interest
- 1 Shaka, When the Walls Fell
- 1 Shot in the Back

OBJECTIVES

1 Establish Gateway

Q'S TENT SIDEDECK

- 1 A Change of Plans
- 1 Activate Subcommands
- 1 Alternate Universe Doorway
- 1 Assimilation Table
- 1 Borg Cube
- 1 Borg Scout Vessel
- 1 Eliminate Starship
- 1 One of Eleven
- 1 Q's Tent
- 1 Six of Seventeen
- 1 Ten of Nineteen
- 1 The Line Must Be Drawn Here
- 1 Transwarp Network Gateway
- 1 Two of Eleven

DOORWAYS

1 Transwarp Network Gateway

HIDDEN AGENDAS

- 1 Mission Debriefing
- 1 The Line Must Be Drawn Here

DRAW DECK PERSONNEL

- 1 Eight of Nineteen
- 2 Eleven of Nineteen
- 2 Four of Eleven
- 2 Nine of Eleven
- 2 Nine of Seventeen
- 2 One of Eleven
- 1 Six of Seventeen
- 1 Ten of Nineteen
- 2 Thirteen of Nineteen
- 2 Three of Nineteen
- 1 Two of Eleven

EVENTS

- 2 Activate Subcommands
- 1 The Line Must Be Drawn Here

INTERRUPTS

- 2 A Change of Plans
- 2 Amanda Rogers
- 2 Awaken
- 2 Kevin Uxbridge
- 2 Transwarp Conduit

SHIPS

- 2 Borg Cube
- 2 Borg Scout Vessel
- 1 Borg Sphere

EQUIPMENT

1 Assimilation Table

OBJECTIVES

- 1 Assimilate Counterpart
- 2 Assimilate Planet
- 2 Assimilate Starship
- 1 Eliminate Starship
- 1 Establish Gateway

DOORWAYS

- 3 O's Tent
- 3 Transwarp Network Gateway

CONTEST

Wizards of the Coast and Dark Horse Comics presents:

THE

"SHOWUS YOUR STRONGHOLD" Contest

expansion—Stronghold—takes you into Volrath's stronghold where dire schemes are revealed as the reluctant hero Gerrard confronts his past. This new set is going to introduce more than 140 new cards to the ever-expanding Magic universe. And you can get a head start on getting the whole set by showing us your personal stronghold. Here's what to do:

Simply snap a photo of your stronghold. If you don't own a castle, take a photo of your room, snow fort, tree house or wherever you go to get away from your enemies. We'll choose the winners in the following manner: The stronghold decorated with the most Magic stuff wins the grand prize. The five strongholds decorated with the coolest general gaming stuff win first prizes. And the 10 most off-beat strongholds, whether they're really messy, ultra-neat or whatever, score second prizes. So get those cameras snapping! Remember: focusing good, Polaroids bad.

Fill this out, attach your photo and put it in an envelope. Send to: "SHOW US YOUR STRONGHOLD" CONTEST,

"SHOW US YOUR STRONGHOLD" CONTEST,
6/o InQuest,
P.O. BOX 118, CONGERS, NY 10920-0118.

Rules Lawver

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For a list of winners, available after May 14, 1998, send a solf addressed stamped servelape to: "Show Us Your Stronghold" Winners List, c/o Wizard Entertainment, P.O. Box 118, Cangers, NY 10920-0118.

GRAND PRIZE (1):

A complete set of Stronghold, all four Stronghold preconstructed decks, a Magic comic book original sketch signed by artist Pop Mhan and issues one through four of the Dark Horse Comics Magic: The Gathering Gerrard's Quest™ comic book series signed by writer Mike Grell and artist Pop Mhan.

First Prize (5):

Ten Stronghold booster packs, two random Stronghold preconstructed decks and issues one through four of the Dark Horse Comics Magic: The Gathering Gerrard's Quest comic book series signed by writer Mike Grell and artist Pop Mhan.

Second Prize (10):

Five Stronghold booster packs, one random Stronghold preconstructed deck and the first issue of the Dark Horse Comics Magic: The Gathering Gerrard's Quest comic book series signed by writer Mike Grell and artist Pop Mhan.

SKONGHOLD MAGIC





➣ ENTRY FORM

THE "SHOW US YOUR STRONGHOLD" CONTEST

DEADLINE IS

APRIL 30, 1998.

Name Age

City State Zip

Phone Number (with area code)

Address

E-mail address

Did you attach your photo?

CONTEST OF CHAMPIONS III

Gaming characters and creatures square off in the Third Annual *InQuest* Invitational Tournament

They swore it would never happen again. But here it is...IQ's third "Contest of Champions," where the celebrities of the gaming world duke it out for the bloodthirsty pleasure of you, the InQuest reader. In this incarnation, we've culled the multiverse of card, board and roleplaying games, picked the cream of the fictional crop and set them against one another. It's the TKO at TSR! The fisticuffs at Five Rings! The conflagration at...ah, the heck with it.

Written by the *InQuest* staff.
Artwork by Brian Douglas Ahern.

MECH

Game: BattleTech
Height: 12 stories
Weight: 100 tons
Reach (with guns): 300'

Upcoming Events: Galactic War against the Draconis Combine

VS.

GODZILLA

Game: ??
Height: 40 stories (-2" in heels)
Weight: One gazillion and one tons
Reoch: 15 stories
Upcoming Events: Battle of the Summer Box Office

Will the Dino from Down Under finally meet his match in a *BattleTech* mech? Or is this merely destined to be a rematch of the epic Godzilla/Mechagodzilla bout of 1974? Can one man in a glorified tin can accomplish what more than a dozen movies could not—kill off 'Zilla before he gets his own star on the Walk of Fame? Round One: Uh-oh. The mech contends

that Godzilla is not actually a game mon-

ster. This could spell doom for 'Zilla. While the judges are debating, the big green guy pulls out a copy of *Macho Women with Guns*. Obscure, yes, but Godzilla has stats in the game, and thus, is a legal game monster. **Round Two:** The mech's challenge really pisses off 'Zilla. He whips out his Swiss army knife. Could it be? Yes! He's going for the

can opener!

Round Three: The mech takes off. Bye-bye downtown Tokyo.

Round Four: Godzilla opens up the mech like a can of beans. The atomic lizard slurps the mech jock down as if she was an overcooked ramen noodle.

Winner: Godz-

Round Five: Wait! 'Zilla looks a little greener than usual around the gills... EVERYBODY CLEAR THE AREA, HE'S GOING DOWN!

Round Six: The judges busily consult a veterinarian for a ruling.

Round Seven: Godzilla's tail moves...and out pops the mech jock, shaking off digestive juices and waving to the fans. Guess Godzilla can't handle his sushi.

Winner: Mech



Game: AD&D

Length: 5' from tip to tail, about 3' high Weight: 120 lbs. Reach: 24"

Favorite Snack: Your character's favorite platemail suit

VS.

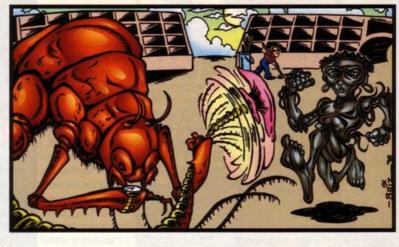
STEEL GOLEM

Game: Magic: The Gathering Height: 7' Weight: 1,500 lbs. Reach: 42"

Favorite Snack: Fudge ripple topped with iron filings

A being of living metal. A giant armadillo with a propeller on its tail. This oughta be good.

Pre-Game: The Steel Golem strides confidently toward the ring, certain of victory. See, SG here prevents creatures from coming into play after he does. All he has to do is arrive first, and Rusty



won't even be able to enter the arena. The Rust Monster, having spent the night in the ring, wakes up in time to see the Golem loping toward the ring. "Crap," says the Golem. The Rust Monster says nothing, twirling his tail in the breeze. Round One: The Golem raises a mighty fist and brings it down upon the rust

monster, splattering innards hither and yon and all over most of the front row. Luckily, Rusty's got more innards and flicks its tail, tapping the ankle of the enormous golem.

Round Two: Rusty leaks fluid, but the Golem crumbles to powder.

Winner: Rust Monster

WORE SON OF MOGH

Game: Star Trek CCG

Height: 6'5"

Weight: 225 lbs.

Reach: 38"

Signature Weapon: The bat'leth, Klingon crescent

of death

Game: Hercules & Xena Height: 5"10" Weight: 150 lbs. Reach: 37"

Signature Weapon: The chakram, Ring-Toss of doom

The battle of the licensed properties is a heated one. Both contenders are living legends to their peoples, masters of the martial arts, and have a powerful set of lungs for all that screaming they do. Of course, Worf pals around with Cardassians and Ferengi while Xena tends to associate with nubile gymnasts in various states of undress. We know which side we're rooting for.

Round One: Worf swings his bat'leth into position for an overhead slice. Xena blocks with her short sword and gives him a high-kick to the chest.

Round Two: Xena does a sextuple backflip, landing on her feet. "Have you been trained in zero-g?" growls Worf. "No, I've just got a high center of gravity," answers Xena.

Round Three: Worf stares at Xena's "high center of gravity" long enough for her to hurl her chakram at him. It zips through the air, bounces off several support struts and heads for the Klingon's neck. Worf casually disintegrates it with his phaser.

Round Four: Xena pitches her head back and lets loose with the Amazon battle yodel. Worf clutches his ears in pain. "Sweet mother of Ardra, is that a tribble being boiled alive?" Xena takes the advantage and lets

> loose a flurry of karate chops to the Klingon's bony skull-plate. The warrior falls.

Round Five: A thousand Trekkies rush to the defense of their hero. "No way could Xena beat Worf! It's no fair!" They stop dead in their tracks at the sight of all the female Xena fans. "Um ... well, maybe. Wanna get a soda and talk about it?" Winner: Xena



SHIVAN DRAGON

Game: Magic: The Gathering
Size: About the size of an F-15 fighter jet
Biggest Advantage: Pumpable with red mana

VS.

DUNKELZAHN

Game: Shadowrun
Size: About the size of a fire truck
Biggest Advantage: Can speak in
complete sentences

Round One: The Shivan Dragon rises over the skyscrapers, wings spread, letting out an unearthly roar fitting for a living force of mass destruction.

Round Two: Dunkelzahn, as a presidential candidate, calls for Secret Service protection. Three men in dark suits pull guns and start firing at the beast.

Round Three: Shivan Dragon eats them. They were probably no bigger than 1/1 to begin with.

Round Four: The Shivan opens its gaping maw and lets loose a fountain of flame. The heat is intercepted by a Fire Elemental bound to the *Shadowrun* dragon for just such an occasion. (Those 2057ers are pretty savvy about magic.)

Round Five: Dunkelzahn spreads his own wings and takes to the sky. He's a little out of practice, but he can still get himself airborne. A heavy claw-swipe knocks the Shivan into a spiral, from which the Shivan quickly recovers.

Round Six: Another spurt of Magic flame ruins DZ's custom-made Armani suit. A glimmer of hate grows in the candidate's eyes...

Round Seven: ...as he lets off a spell of his own. A Manabolt—which, being made of mana, burns the Shivan into a 5/5 s'more.

Round Eight: Dunkelzahn calls for Chinese take-out.

Winner: Dunkelzahn



KAKITA TOSHIMOKO

Game: Legends of the Five Rings
Height: 57"
Weight: 145 lbs.
Reach: 58" (includes 24" katana)
Protegé: Doji Hoturi, noble Crane samurai

VS

OBI-WAN KENOBI

Game: Star Wars Height: 5'10" Weight: 160 lbs.

Reach: 65" (includes 30" lightsaber)
Protegé: Luke Skywalker, whining farmboy Jedi

They say age and treachery will outwit youth and skill. What about age and skill? Kakita Toshimoko is called the "Gray Crane" but he can slice through ninja without breaking a sweat. Obi-Wan's eligible for Social Security on Tatooine, but a Jedi Knight can give any samurai a run for his koku. When blades start flashing, it's time to separate the men from the boys.

Round One: Toshimoko slips into a fighting stance. "I stand for honor." Obi-Wan glares. "I stand for honor."

Kakita: "Really? What about respect, duty and training?"

Kenobi: "These are the values of a Jedi." Kakita: "Hm. Maybe we're not supposed to fight after all. Join me and battle in the name of the Emperor!"

Kenobi: "The Emperor?!? You must fall, Imperial lackey!"

Round Two: Obi-Wan stares at his foe, hand on his lightsaber, awaiting the proper moment. Toshimoko stares back, trusting in the Tao of Shinsei to show him the way.

Round Three-Nine: More meditation. You can feel the power charging the air between these competitors.

Round 10-22: You can also feel the grass growing beneath your feet.

Round 23: A cricket chirps. Toshimoko draws the Ancestral Sword of the Crane

as a blue beam rises to meet it. Obi-Wan gasps as the katana faces the blow unharmed. "Strength of Purity," smiles Toshimoko.

Round 24-27: The two swordsmen trade strikes until Toshimoko's blade slices a gash across Obi-Wan's belly. Kenobi slumps obligingly to the ground. "You...are a worthy adversary. May...the Force...be with you..." Kakita sips his sake. "Ah, but Kenobi-san...I have Force. And Chi."

Winner: Kakita Toshimoko



SARUMAN

Game: *Hiddle-earth*Height: 6'3"
Weight: 185 lbs.
Reach: 43"
Dream Date: Samantha Stevens

VS.

RAISTLIN Game: AD&D

Height: 6'1"
Weight: 159 lbs.
Reach: 41"

Dream Date: Sabrina, the Teenage Witch

A couple of heavyweightwannabees who need help holding up their pants on a normal day are about to unleash the forces of the cosmos in an effort to prove which wizard should indeed get to rule the fantasy realms.

Round One: Oooo... spooky. Raistlin goes for the intimidation factor by staring at his opponent with those creepy hourglass-shaped eyes. Saruman backs off a bit, not much of a threat without his staff. Too bad the pansy let Gandalf take it from him.

Round Two: This bout's a rout! Raistlin zings off a fireball that everyone but Saruman saw coming. Put up your gloves man! Defend yourself!

Round Three: Saruman dives in for the clutch, desperately trying to avoid—Oh no! He's bitten off a chunk of Raistlin's ear!

Round Four: Raistlin is honkin' mad now. He whacks Saruman with his staff. How those blows can hurt, we don't know, but it looks like Saruman is about to fold like a card table.

Round Five: Wham! Raistlin is out cold. Lucky for the old geezer, somebody bounced a palantir off Raistlin's head. Yes, Saruman's cornerman, Wormtongue, finally got his aim right. Winner: Saruman



THE ORCS

Game: Warhammer Average Height: 7'3" Average Weight: 379 lbs. Average Reach: 40" Average IQ: 52

VS.

THE BORG

Game: Star Trek CCG Average Height: 5'11" Average Weight: 315 lbs. Average Reach: 40" IQ (Collective): 45,687

Can the fat, smelly orcs overcome the coldly logical Borg Collective? Or will the

asexual cyborgs triumph over their stupid, inbred opponents? It doesn't take a genius to call this one, folks!

Round One: Here come da orcs! They rush in without a plan, trusting their muscle and smell will overwhelm the Borg.

Round Two: The Borg mow them down by the hundreds with their assimilated technology.

Round Three: Here come da orcs! More phaser fodder for the Borg.



Round Four: Ugh. The stench of roasted orcflesh...

Round Five: Here come da orcs! Nothing stands in their way—not sweat, not drool, not common sense—as they drive their army of monster trucks straight for the heart of the Borg. Va-Room!

Round Six: Out in space, the Borg Queen presses a button and her Cube transports another 30,000 troops to the planet. It takes 37 to level the orc vehicles.

Round Seven: The Borg surround the sniveling, abusive orc refugees.

Round Eight: What the...? The Borg Queen has sounded the retreat only moments after beginning her assimilation of the head orc! "They cannot be assimilated! Do not add them to the Collective! I'll kill the first rustbucket who adds their imbecility to our hive! Run away! Run away!"

Winner: The Orcs



PREDATOR

Game: Aliens/Predator ECG
Height: 7'6"
Weight: 410 lbs.
Reach: 46"
Greatest Triumph: Holds belt from "Contest

atest Triumph: Holds belt from "Contest of Champions II"

VS.

BEHOLDER

Game: AD&D Height: 4'3" Weight: 217 lbs.

Reach: Able to touch the hearts of millions Greatest Triumph: Once ate entire truckload of Twinkies without puking

As the returning champion, and currently belt-holder from "Contest of Champions II," the Predator has made it perfectly clear he's after one of the biggest trophies of his career—the Beholder's skull. This is certainly a grudge match as the Beholder has been out for blood ever since he found out the Predator was sleeping with his wife.

Round One: The Beholder makes a crucial error right up front. Finally

getting a bead on the elusive Predator, the Beholder picks one of his evebeams at random and zaps his prey with an anti-magic ray. Unfazed, the science-based Predator chortles, shakes it off and takes out half of the Beholder's eyestalks. Round Two: The Beholder's hurtin'. He backs away from the Predator, preparing to fire his death ray-and the Predator nails him with that nifty wrist blaster. The Beholder's down to a single stalk. Round Three: The Beholder desperately rushes the Predator. Ooooh! Trust the mighty hunter to take a cheap shot, kicking the Beholder in the family jewels.

Round Four: It's over! The Beholder's down for the count. The Predator wastes no time adding another prized skull trophy to his collection.

Round Five: Look out! Mrs. Beholder's loose from the crowd. She's comin' up quick and shouting something that sounds like "My hero!" Round Six: Gross! She's humping

Round Six: Gross! She's humping his leg!

Winner (and still champion): The Predator, love machine

BARON SENGIR

Game: *Hagic: The Gathering*Height: 6'6"
Weight: 230 lbs.
Reach: 39"
Biggest Disappointment:

Homelands voted second-crappiest Hagic expansion

VS.

COUNT VLADIMIR RUSTOVICH

Game: Werewolf: The Apocalypse
Height: 6'1"
Weight: 170 lbs.
Reach: 35"
Biggest Disappointment:

No cameo in "Kindred: The Embraced"

A fangfest from the word "slurp," this one's a real shudder. Two power-hungry vampire lords with powerful legions looking to corrupt and despoil the world. Baron Sengir is the progenitor of the Sengir Vampire (still the coolest *Magic* vampire ever); Count Rustovich is on the board of directors of *Werewolf's* PENTEX corporation and knows the Wyrm on a first-name basis. Frankly, folks, it's bad news no matter who wins. Round One: Baron Sengir peers imperiously down at the vaguely human-sized

Count. "Shouldn't you be hawking cereal somewhere, little man?" Rustovich responds by taking the shape of a nine-foot-tall demon bat. The Baron whimpers piteously.

Round Two-Four: Vlad introduces Sengir to the fleshcrafting art of Vicissitude, turning the Baron's internal organs into a meaty salad.

Round Five: Back in humanoid shape, the Count hoists Sengy into the air by the scruff of the neck and gives him a Potence-powered kick in the keister, sending him flying. He lands on the doorstep of the Wizards of the Coast offices.

Round Six-Nine: Baron Sengir argues furiously with the *Magic* design team. Peter Adkison refuses to buy White Wolf in order to fix the match. The DCI says it'll work something out.

Round 10: Baron Sengir flies back to the ring.

Round 11: Vlad prepares to hand the Baron another thrashing, but his blows do no good. Sengir smiles and shows the Cainite the latest DCI ruling: Baron Sengir is errata'd to read: "Counts as a vampire and can now regenerate himself." Rustovich gets a Soul Burn like you wouldn't believe.

Winner: Baron Sengir





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YAHOO!



BATTLE COW

Game: Battle Cattle
Height (hoof to shoulder): 5"6"
Weight: 2,144 lbs.
Reach: 42"
Most Emborrassing Moment:
InQuest #29, "Games that
Suck" article

VS.

THE SHEEP

Game: Settlers of Catan
Average Height (hoof to shoulder): 3'2"
Average Weight: 178 lbs.
Average Reach: 21"
Most Embarrassing Moment: Farmer
Hoggett

The sheep seem to be facing insurmountable odds. They certainly have their work cut out for them. The question on everyone's mind at this point: steaks or hagis for dinner?

Round One: The Cow's first blast takes out six of the herd. The other sheep are scattering, some for the forest and the rest for the mountains, while a few are staying behind to buy them time for their escape. You gotta feel bad for the sheep. What fool scheduled this match?

Round Two: ZAP! There goes another sweater that'll never be made.

Round Three: What's going on? The forest sheep are returning and they're carrying...some kind of hollowedout log?

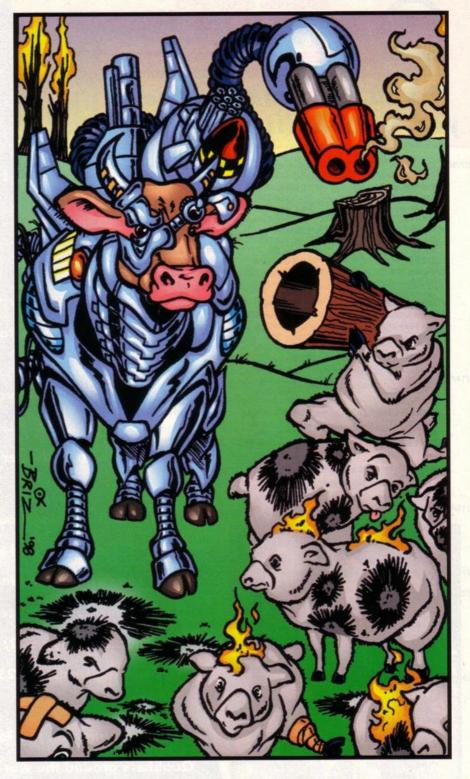
Round Four: ZAP! What a waste of perfectly good lamb chops.

Round Five: Wait! The mountain sheep come back. What are they doing with those diamonds and that powdery substance?

Round Six: BOOM! Amazing! The cow is down! The sheep constructed a crude cannon from a log, diamonds and sulfur a la Captain Kirk when he fought the Gorn. Boy, do these sheep know their "Trek"!

Round Seven: The battle cow is udderly defeated by a flock of real baaaa-d asses.

Winner: The Sheep

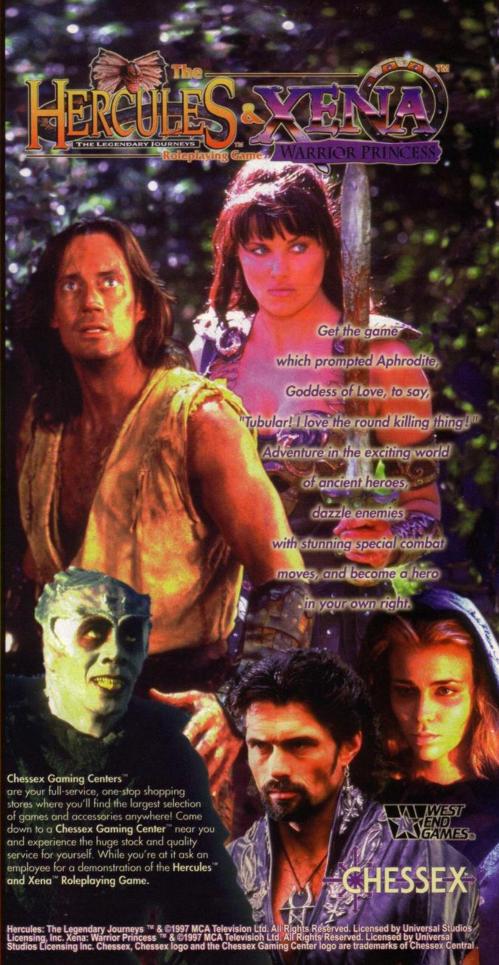


That wraps up this year's "Contest of Champions." We had screaming warriors, dueling dragons, assimilated orcs and scorched sheep...a little bit of everything. So what match-ups would you like to see? You never know, "Contest of Champions IV" might pit your favorites head to head...

The InQuest staff went headto-head... Pens and dice were no match for our favorite mascot's hairballs.



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OUR TALE BEGINS IN THE FABLED OFFICES OF INQUEST MAGAZINE, WHERE WE FIND EDITORS JEFF HANNES AND MIKE SEARLE AT THE END OF A LONG DAY...

After Hours

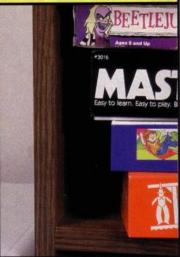
By the InQuest & ToyFare staffs. Photographs by Paul Schiraldi.



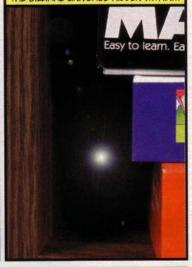
AS THE TWO TIRELESS EDITORS EXIT, WE TURN OUR ATTENTION TO A SEEMINGLY NORMAL BOOKCASE.



BUT, IF WE WERE TO PROBE BEHIND THOSE LONG UNUSED GAMES, LAYING LOST AND FORGOTTEN UPON THE SHELF...



...AND DELVE FARTHER, EVER FARTHER INTO THE DARKNESS, WE WOULD SEE THE BIZARRE LINIVERSE HIDDEN WITHIN...





CE coule Tit E C thair recognition customs









MEANWHILE, AT THE OTHER END OF MIKE SEARLE'S DESK, WE TURN OUR ATTENTION TO A SEEMINGLY HARMLESS-LOOKING OFFICE PLANT.



HARMLESS, THAT IS, UNTIL YOU PEER DEEPER DEEPER BEYOND ITS SIMPLE FACADE...



...WHERE, IF YOU WERE TO STRAIN YOUR EARS, YOU COULD MAKE OUT TINY VOICES... ANGRY VOICES.





AND SO, A QUEST IS BORN. AND WITH IT, A JOURNEY. OVER THE MOUNTAINS, ACROSS CONTINENTS AND THROUGH LITTLE PIECES OF BRIGHTLY COLORED PLASTIC, EVERY STEP BRINGS THE HIGHLY COLLECTIBLE WARRIORS CLOSER TO THEIR DESTINATION.



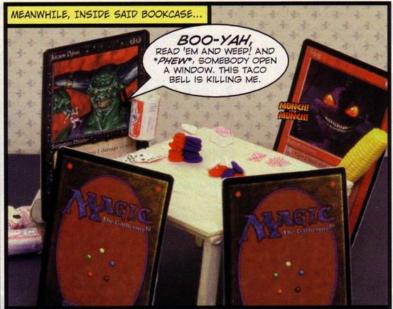






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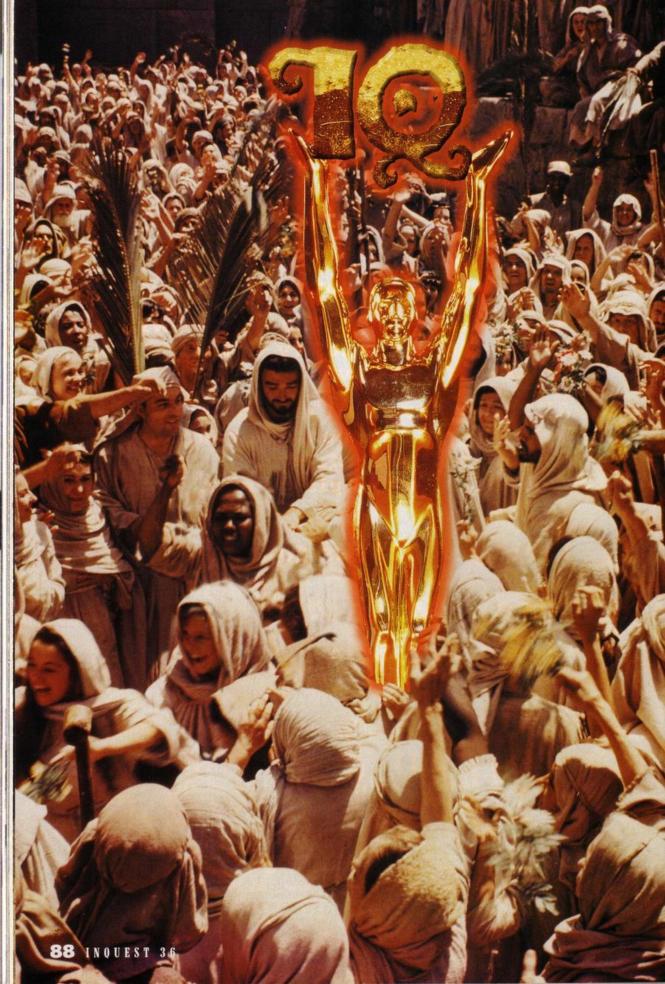
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Unosen Unes

Readers pick 1997's best games By the InQuest staff

It's a time for laughin' and a time for cryin'. Some games walked away with more than they deserved, while others went home empty-handed. The fans have spoken...and more often than not, they're speaking with one voice. A deluge of votes-tabulated on the bloody fingers of one of the prisoners in our dungeon—add up to a lot of opinions on the part of the fans. He was mighty grateful to those who couldn't follow directions and voted for things not released in 1997; he didn't count those. However, those ballots that were counted seemed to agree on most things...

BEST CCG

Shadowrun almost 2-1 over its closest competitor, Dune.

All of us here at InQuest would like to know the name of the solitary buttweasel who sent in that one vote for Imajica; we'll send you all the extras we didn't send to game-starved kids in Africa.

BEST RPG

Legend of the Five Rings (L5R) wallopped Men in Black almost 3-1. For those folks who wrote in for Trinity, don't be disappointed; it'll show up on the 1998 ballot. Hopefully, it won't have changed its name again by then.

BEST BOARD GAME

Lionheart by a landslide. Games editor Jeff Hannes went into seizures when it beat out Twilight Imperium. He was all right, though, after we placed a Jester's Cap under his tongue.

BEST MINIATURES PRODUCT

In a close race, Epic 40,000 narrowly beat out Moondragon for the win by a mere four votes. Just out of curiosity... How many of you voters have actually played Moondragon?

BEST CARD GAME

We were ecstatic that the "game of choice" around the office here was noticed by the fans; they voted Titan: The Arena the champ over a distant-second Dilbert: Corporate Shuffle. Look for a Titan: The Arena sequel with a sci-fi theme later this year.

BEST CCG EXPANSION

In the first category of the Magic sweep, Weatherlight ran rampant over its competitors, scoring more than five times the votes of Dagobah or Time of the Void. Even Tempest, a Magic write-in, challenged them for second place.

BEST RPG SUPPLEMENT

AD&D still rules the RPG world as Domains of Dread beat out a strong and surprising second-place Delta Green supplement for Call of Cthulhu. What amazed us most was the work some people had gone to organizing a write-in campaign for Conspiracy X's Cryptozoology.

FAVORITE ARTIST

In the closest race of the awards, Phil Foglio narrowly escaped the grasp of Brom by less than 10 votes to walk away with the victory. We have the feeling that Phil's mom may have voted more than once.

FAVORITE HERO

No surprises. Tempest's Gerrard wailed on L5R's Akodo Toturi, smashing him by

more than five times the number of votes. Rick Swan was disqualified since 1997 was not his first appearance. His mother may also have voted more than once.

FAVORITE VILLAIN

Same story here: Greven il-Vec stompped Yogo Junzo by a ratio of nearly 6-1 to complete the Magic sweep. Greven, however, stunned us all by announcing that he would give his award to Mary Albert who received a write-in vote. "His talent has gone unrecognized for too long... I still have a lot to learn from Mary," Greven said. Fellow vote-getters Yoda and Wizards of the Coast were untouched by this show of generosity.

COOLEST MOMENT

In another close race, L5R's "Victory of the Lion Clan" at '97's GenCon narrowly defeated "Dr. Van Richten's sacrifice" from the AD&D product Bleak House. Look out in 1998 when we expect the big event to be introduction of the Buttweasel Clan with Cow Nose the samurai.

HALL OF FAME

Magic and AD&D kicked the collective asses of all other pretenders to their throne. Magic got six times and AD&D garnered five times the votes of the third-place contenders. Axis & Allies, BattleTech, Call of Cthulhu and Vampire: The Masquerade all ran a pretty close race for that slot; next year, two of them should see some glory. In the meanwhile, before next year, voters-other than the 10 of you who voted for it-should check out Champions Fourth Edition. It finished an undeserved dead last.

And when planning your votes for next year, remember: The more you play, the more you know.

AND THE WINNER IS...

BEST CCG

Shadowrun (49.8% of the vote)

Best RPG

Legend of the Five Rings (55.5%)

Best Board Game Lionheart (47.0%)

Best Miniatures Product

Epic 40,000 (31.8%)

Best Card Game Titan: The Arena (46.2%)

Best CCG Expansion Weatherlight for Magic:

The Gathering (61.2%)

Best RPG Supplement Domains of Dread for

AD&D (58.4%)

Favorite Artist Phil Foglio (29.9%)

Favorite Hero

Gerrard (61.2%)

Favorite Villain Greven il-Vec (70.2%)

Coolest Moment

"Victory of the Lion Clan" from L5R (38.2%)

Hall of Fame

Magic: The Gathering (39.7%) Advanced Dungeons & Dragons (32.2%)

Into The EXILE ZONE

InQuest's filest-ever roleplaying adventure

Card Card

Written by the *InQuest* staff. Artwork by Paul Butler and Allen G. Douglas

n here are no prisons in the city of Lorinthar. No holding cells, no walled grounds. The guilty are not tortured or put to death, nor are they rehabilitated. There is only one sentence for criminals in Lorinthar—the Exile Zone.

No one knows how the Exile Zone came to be, but the people of the land know of its existence. In the northern reaches of Lorinthar, there is a large expanse of land polluted by chaotic magic. Those who cross the borders of the Zone are trapped in the mysterious region. None have returned. Being exiled to the Zone is a life sentence.

WHAT IS THIS?

"Into the Exile Zone" is a fantasy roleplaying adventure (also called a "module") for four to six players. It is designed to be plugged into an existing RPG campaign or used as the springboard for a new campaign. The module is divided into two parts. Part one is what you're reading right now and contains the detailed plot of the adventure. Part two is contained in the module booklet which came with this issue. It includes all the background information about the Exile Zone and the neighboring city of Lorinthar.

The module booklet also includes a map of the Zone and game statistics for Advanced Dungeons & Dragons, GURPS and Earthdawn, but the adventure can easily be modified to fit any system. All locations, such as the kingdom of Quaylen, can be changed to locations within your campaign world, allowing you to plug this adventure into your existing campaign.

What follows is for the **GAME MASTER ONLY**. In fact, if a friend of yours is going to run this module, you shouldn't have even read this far. If you're planning on running this module, you should read the module booklet first, and then come back here to read the plot details below. In either case, make sure you've read everything at least once (preferably twice) before running this adventure.

Adventure Background

About a week ago, Roland Hathord, a diplomat from the Kingdom of Quaylen, was sent to open trade negotiations with Lorinthar. Shortly after his arrival in the city, he was wrongly accused of committing a crime and immediately sentenced to the Exile Zone by one of the city's guard captains.

When news of this reached Devon Gaston, the mayor of Lorinthar, it put him in a panic. If word reached Quaylen, Lorinthar could suffer retribution. Since Gaston's communications with those inside the Zone have unexpectedly ceased, there is only one solution; he must send a group of adventurers into the Zone to retrieve Diplomat Hathord.

The catch, which Gaston won't reveal, is that all people entering the Zone are transformed into creatures-including the adventurers.

BEGINNING THE ADVENTURE

The first thing you need to do is to get your group's player characters (PCs) into the city of Lorinthar. The easiest way is to have this adventure take place right after the PCs finish their latest quest. After reaping their reward, an existing NPC (the person that hired them, a longtime friend, etc.) recommends that they get some rest and relaxation in the city of Lorinthar. It's got all sorts of nifty shops—a great place to spend their newly found loot-and the NPC has a friend in the city who owes him a favor. If the PCs go to the inn named The Golden Talon, the owner, Bernard Mickell, will take good care of them.

Alternatively, the PCs can be sent by their king or a representative to find out why a diplomat they sent a week ago (i.e., Roland Hathord) hasn't returned. If you take this approach, you'll need to make some modifications to the beginning of the module; however, make sure the PCs have a chance to explore the city a bit before they take off for the Zone.

THE CITY OF LORINTHAR

Lorinthar is about a week from the PCs' current location. What happens—if anything—on the way to the city is up to you. Once the PCs get there, read the following:

As you reach a crest in the road, the city of Lorinthar comes into view. Even from this distance you can tell that it is a place of wealth and prosperity. There are buildings of two-stories or more, and the roofs are tiled with the scales of great beasts, not thatched. As you approach the ornately decorated gates, you see two guards standing on either side of the city entrance. They are both dressed in lavish armor that is like none you've ever seen. As you get closer, you notice that the armor is a coat of intricate scales. One of the guards is garbed in bright purple, the other in deep crimson, and both have long, curved swords at their sides.

When you reach the gate, the guard in crimson stretches his arms wide and says, "Welcome to Lorinthar."

Although they appear equipped for it, the guards are not looking for trouble. They are simply there to greet the PCs. They will ask them if they are here for business or pleasure, and if the PCs have any specific questions about locations within the city, the guards will be as helpful as they can. As the PCs enter the gates, the guard in purple tells them the following:

"You are welcome to partake of all the pleasantries and fineries our city has to offer. I submit but one word of caution: We city guards don't take kindly to people who cause trouble, so you might want to make sure you're not one of them. Keep that in mind and you should have an enjoyable stay."

Once inside the gates, the PCs are free to explore the city, exploring the various shops, services and entertainment Lorinthar has to offer. The one thing the PCs will clearly notice is that everything in the city is exotic. See the module booklet for more detailed information on the people and places in Lorinthar.

The Golden Talon

Eventually, the PCs will find their way to The Golden Talon, either because it was recommended to them or because that's the first inn they happen to enter. Like every other place in Lorinthar, The Talon is lavishly decorated. The chairs are draped with the skins of exotic beasts, the tables are crafted from high quality lumber and the floors are carpeted with finely woven rugs.

Bernard Mickell, the owner of The Talon, introduces himself to the PCs; if they were sent to Lorinthar, he knows who they are and that he's repaying a debt through them. Whatever the case, he's jovial and courteous, inviting the PCs to dine in his inn. The menu is filled with steaming meats and spicy brews of which the PCs have never heard, such as the crunchy zenobord or the sweet jaffelkop. After the dinner, Bernard offers the PCs rooms, as many as they desire. The PCs will likely notice that the doors have no locks. If asked about this, Bernard shrugs and tells them, "It isn't necessary."

The evening passes uneventfully, and in the morning, Bernard has prepared breakfast for the PCs. While they're eating, he says he hopes they've enjoyed his hospitality, and he's wondering if they might do a small favor for him. Devon Gaston, the mayor of Lorinthar, is looking for a group of adventurers.

If the PCs are reluctant about meeting with Gaston, Bernard points out that Gaston is a representative of the city, and the city is extremely wealthy. If that doesn't entice the PCs...ah well, you're on your own.

Meeting with the Mayor

The PCs make their way to Gaston's estate, a sprawling manor with a magnificent garden. At the gate, they are greeted by a pair of guards. One says the mayor is expecting them and escorts the party to the entrance of the manor. From there, a servant has the PCs wait in the parlor. Gaston, a heavy-set man in his fifties, enters the room a few minutes later. A taller man, the wizard Xanalor, draped in elegant robes, walks beside him and takes a seat in the corner of the room. Gaston sits across from the PCs and addresses them:

"Well, first I'd like to thank you for agreeing to meet with me. I trust you have enjoyed your stay in Lorinthar thus far?"

Gaston will engage the PCs in some brief small talk. Through it all, the wizard remains silent. If the PCs ask about him, Gaston will introduce him as his aide, Xanalor. Xanalor, the city wizard, nods at the PCs and will answer any questions directed toward him, but until his services are necessary, he will keep a low profile. When the pleasantries are done, read the following:

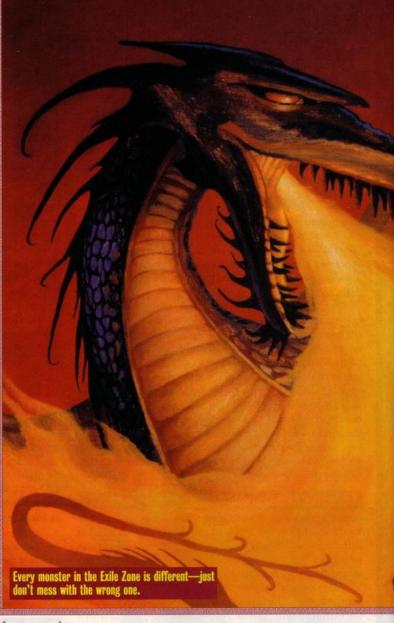
The Mayor's demeanor shifts as his expression grows somber. In a soft tone, he addresses you. "What I am about to tell you must stay in the strictest of confidence. Despite our successes, we have a potentially serious problem. A week ago, Roland Hathord, an ambassador from the kingdom of

Quaylen, came to survey our city with the potential of opening trade negotiations. Things were proceeding well until there was a mishap in the marketplace.

"Through a misunderstanding, Hathord was accused of committing a crime and, because our guard captains have leave to do so, he was found guilty and sentenced shortly thereafter. You see, there is but one sentence for those found guilty of committing a crime in Lorinthar: They are sent to the Exile Zone. The Zone is a place to the north of here, a place of madness. Those who enter the Zone do not return.

"Clearly the diplomat must not have been guilty, but the captain acted in haste. I assure you the captain has been reprimanded for his impetuousness, but that is the least of our worries at this point. We need a group to enter the Zone—under the protection of magic, of course. There you need to find Hathord and bring him back to the city. If the ambassador is not recovered, the diplomatic repercussions could be severe. We are prepared to reward you well if you succeed. Will you help us?"

Gaston will negotiate a reward with the PCs, offering them any request (within reason), and that you, as a GM, feel



comfortable. Just don't promise so much that it seems like this is an impossible quest. The reward should be significant, but reasonable.

If the PCs accept, Xanalor will prepare them for the Zone. He explains that the Zone causes unpredictable effects, not the least of which can be madness, but he can protect the PCs from the Zone's effects by inscribing a magical sigil on each of them (see diagram, page 94). He also casts a Sigil of Location upon the party leader, explaining that this sigil will act as a compass, glowing brighter when the PCs are moving towards Hathord's current location.

After the sigils have been cast, Gaston wishes the PCs luck and Xanalor escorts them to the edge of the Zone. Xanalor isn't much of a talker, so the PCs are treated to a tour of storefronts, wealthy merchants and the cobblestone road wandering out to meet the ominous forest to the north. Before the PCs enter the Zone, Xanalor warns them that the sigils will only last for 24 hours. Once they find Hathord, they must bring him back to the entrance, where Xanalor will cast a spell allowing them to exit the Zone.



INTO THE EXILE ZONE

Once all of the PCs have crossed the barrier to the Zone, read the following text:

As you move into the barrier, you feel as though you are being sucked into a vortex. Everything around you slows to a crawl and the trees transform into a blinding array of shimmering lights. A searing pain rips through you, and you feel as if your skin is being ripped from your body. You drop to your knees, or at least it seems that way. You can feel your bones moving under your skin as the air is forced out of your lungs, but you've lost all sense of your body. You instinctively try to cry out in pain, but all that emerges is a burning, a flame shooting from your mouth. You try to bring your hands to your throat, but you don't even know where your hands are.

Suddenly, in one explosive burst, the pain leaves you and you drop to the ground. The world comes back into view, but when you open your eyes, you see several bizarre creatures staring back. After a few disorienting moments, you notice the sigils glowing bright red on each of the creatures... These monstrosities are your companions.

The PCs have been transformed into monsters by the magic of the Exile Zone. From this point forward, they will play the creatures included in the Module Booklet (pages 8-13). Xanalor's sigil allows the PCs to maintain their intelligence and speak to each other, but all clothing and equipment has transformed with the PCs, and they have lost all of their mental, natural and/or spellcasting abilities. (Note: The flowmorph can only speak if he forms a mouth.) You can choose which players will become which monsters randomly or based on how much you think certain players would enjoy being certain monsters. If you have less than six players, use the monsters in the order in which they appear in the booklet.

At this point, show the PCs the pictures of the monsters they have become, but not the stats. Give the PCs a chance to explore their new abilities, with subtle hints to help them along with some of the more obscure examples. Each monster has a section titled "Weird Sensations" which you can use to help the PCs discover their abilities.

Once the PCs have had plenty of time to experiment, you can give them copies of their new characters. Alternatively, you can hold on to the stats, only giving PCs specific information when it is relevant and letting them know what their damage level is through descriptions like, "That last shot just nicked you" or "You're in so much pain you can barely stand." Whichever method you choose will depend largely upon the personal preference of you and, more importantly, your players.

The PCs may choose to try and leave the Zone; this is doomed to failure (see booklet, page 6). Or they may use the Sigil of Location to begin searching for Hathord. It will glow slightly once they move deeper into the Zone. Whatever route the players decide to take, there are three key events they will encounter, in the following order:

ENCOUNTER #1: Pack Attack

As the PCs are traveling through the forest, the stalker PC becomes aware that there are several other creatures in the immediate area. Before the PCs have a chance to react, they find themselves surrounded by a pack of eight vicious wolf-like creatures with quills (see page 15 of the booklet for statistics).

The PCs can do whatever they wish, but combat is unavoidable; some wolves will fire their quills at the PCs while maintaining the perimeter, and the rest will move in for the attack. The wolves are not really meant to hurt the PCs; once a few of the wolves have dropped, the rest will flee.

The purpose of this encounter is to give the PCs a chance to fight using their new abilities. Here is also your first chance to show the PCs that they are not completely protected from the influences of the Zone. Throughout the course of the module, there will be times when a character's bestial instincts take over their rationality. Each time this happens, the sigil

THE NATURE OF THE BEAST

During the adventure, the PGs will sometimes succumb to their bestial nature. Each time this happens, the sigil protecting them becomes a little dimmer. Here are a few examples of how the Zone begins to take its toll on the player characters:

BALEWORM	Becomes very impulsive and quick to act or attack without giving it much thought.
FLOWMORPH	Feels very sluggish and lethargic, with little desire to do anything.
GEOPHAGE	The geophage is more apt to become agitated, physically lashing out at a companion with whom he has an argument.
GRUBSKIN	Raw meat consumes the PC's attention. After an enemy dies, the grubskin will try and eat it.
STALKER	Becomes paranoid, overly sensitive that the group is being watched or hunted.
WINGED SLURRY	Is easily startled and its instinctive reaction in a dangerous situation is to immediately flee.

becomes a little bit darker. See the "Nature of the Beast" sidebar (above) for tips on how to do this effectively. When these slips happen is up to you; the best time is when the PCs are frustrated or wasting time.

ENCOUNTER #2: Rumble in the Woods

As the PCs continue searching for Hathord, they can make out sounds like wailing and the crash of trees in the distance. As the PCs get closer, they hear the roars and growls of two distinct creatures.

When you look out into the clearing, you see a fearsome sight. Two creatures—both easily twice your size—are locked in a struggle. One, a lizard-like creature with horns protruding from its face, neck and shoulders seems to have the upper hand on the other, a crab-like creature with six pincer arms. Both creatures are heavily splattered with blood—whose you cannot be certain; however, you can make out the magical glow of a sigil on each of them.

The PCs can watch the battle to its conclusion, or get involved if they desire. If any of the PCs asks for more detail about the sigils, he will notice that, while both sigils on the monsters are the same, they are different than the sigil the PCs possess. Regardless of what the PCs do to get involved, the lizard creature will defeat the crab creature, killing it, and then flee into the woods. The PCs can follow the tracks, but they will not be able to keep pace. Alternatively, if the PCs stop to listen, they hear the faint sound of moving water from the nearby lake. They may choose to go that way instead of following the tracks. Either way, the PCs will come across the next encounter.

The purpose of this encounter is to clue the PCs into the fact that something is going on here; there are other intelligent creatures in the Zone. Why or how this is possible, the PCs don't know.

ENCOUNTER #3: Pit Trap

While traveling along, the stalker PC suddenly stops and his whiskers prick up. He smells something; he's not sure what, but it's drawn his notice. The rest of the PCs smell nothing. The stalker is compelled to follow the smell, and soon, when the PCs are within about 50 feet, it becomes apparent what has caught his attention—a huge slab of raw meat hanging above the ground.

The stalker is salivating and is uncontrollably drawn to the meat. As he gets within 10 feet of it, he suddenly drops out of sight. The fall is 15 feet; most likely, the PC won't get hurt. After the stalker falls, he returns to his senses, no longer consumed by his urges. The pit is 10'x20', clearly made by intelligent creatures and not difficult to escape given a little bit of thought. The pit was designed for non-sentient beasts, so if the PCs put a little brain power into it—simply climbing out won't work—the stalker can easily escape. For example, the geophage could knock down a tree to use as a ramp or the baleworm could dig an inclined tunnel.

Alternatively, the PCs may choose to leave a character in the pit and hide in the brush, waiting for someone to arrive. Regardless of what they choose to do, a small band of the renegades will approach before they have a chance to leave the area.

You see a large band of creatures approaching you. Each is unlike any creature you have ever seen. One has tassel-like feathers that drape its skin. Another has long curved spikes emanating from just about every part of its body. Yet another has a thin, insectoid frame and

razor-sharp pincers. All of the creatures are unique; and you realize that all of them bear a sigil like the one you saw earlier.

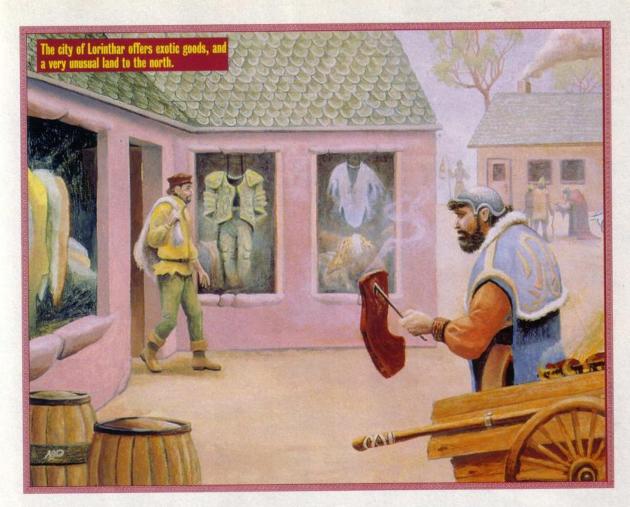
Before you can act or speak, the insectoid creature takes a step forward. Acidic saliva drips from its mouth as it opens its mandibles... and speaks.

"Why are you here?"

The leader, Morlen, is cautious, and as soon as he is satisfied that the PCs are not allied with K'mar, he will abruptly cut them off and say, "We must leave. It is not safe here now that you have triggered the trap." The renegade creatures lead the PCs back to their village, advising them to be as quiet as possible (see location 3 on page 6 of Module Booklet).

There are several reasons for





this encounter. The most obvious is to introduce the PCs to the villagers. This encounter also serves to establish that there is a bad guy (someone setting traps) and it is an opportunity to have a PC succumb to his bestial nature.

THE RENEGADES' VILLAGE

Once the PCs reach the village, Morlen will begin answering questions, including the story of who the renegades are. He can tell the PCs much of the backstory, including how K'mar harnessed the power of the Zone to cast permanent sigils, and how the city of Lorinthar has been sending innocents to the Zone. He will also tell them of how the renegades fled K'mar's stronghold and how they have been hunted; however, he will not tell them the full extent of events: how creatures are being slaughtered, skinned and sold back to Lorinthar in a ghastly trade circle. This is a taboo subject for Morlen and his followers, and they will not speak of these abominations.

If the PCs ask about the diplomat, the renegades have not seen him, but Morlen will tell the PCs that if Hathord is still alive, he has most likely been captured by now.

If the PCs offer to go to K'mar's stronghold, the renegades will do what they can to help. They will tell the PCs how to get to the stronghold, and if the PCs are willing to try and take down K'mar, a small group will volunteer to create a diversion while the PCs find a way to enter. With the amount of troops K'mar possesses, the diversion will most likely be fatal, but the creatures are willing to make the sacrifice for the sake of the others trapped in the Zone and the thousands more who could be sent into it if K'mar is not stopped.

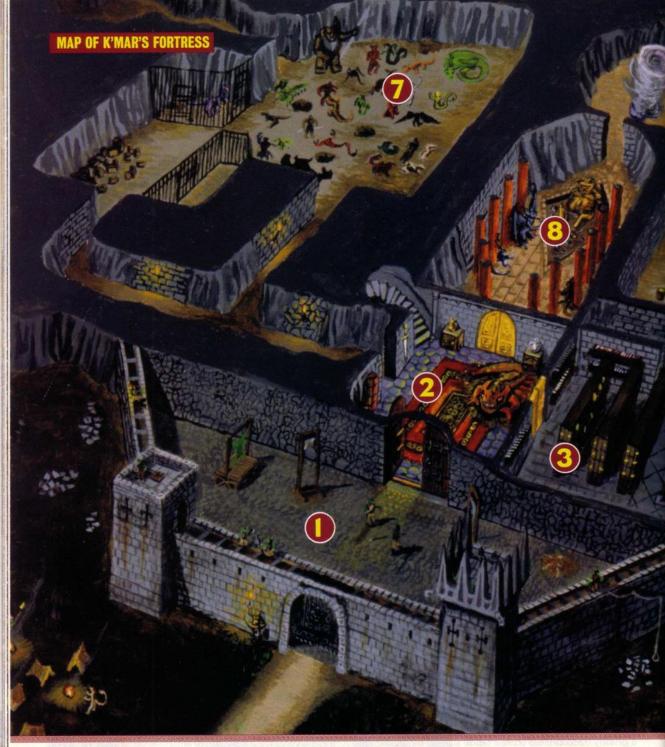
THE TRANSMUTER'S TOWER

The volunteered renegades will lead the PCs to within a mile of K'mar's stronghold. On the way, one of the renegades suddenly stops, looking quizzically into the distance. When questioned, he explains that there used to be a tower on the hill off to the south; now, for some unknown reason, it's gone. The tower belonged to the transmuter who created the Zone (although the renegades do not know this).

If the PCs choose to explore the ruins, they find that all that's left of the 30-foot diameter tower is the foundation. The walls that remain go only a few feet above the ground, and the stone staircase leads down into what was the tower's basement, now open to the sky. The tower has been completely looted by K'mar's minions, and the tower itself has been dismantled and taken to use as building materials to improve K'mar's stronghold. As such, there is very little rubble. There are, however, a large variety of tracks leading in the direction of the stronghold.

If the PCs examine the basement, they find plenty of scorch marks, but little else. The only noteworthy item is a small piece of paper, ripped from a larger piece. It is only a small scrap, at least 50 years old. There is not enough writing on the paper to decipher anything, but a PC who was a spellcaster can determine that it is from a spellbook.

However, there is something substantial to be found if the flowmorph PC explores the cracks in the walls—several sheets of the same paper. A skilled mage may be able to determine that the spell on the pages is some kind of powerful transmutation spell; any character that can read will be able to understand the wizard's notes scrawled in the margins.



The notes give insight into the history of the Zone, including the wizard's intent to create a "mobile field of transmutational energy," which would allow him to change his form. There are also notes which describe the field as unstable and his difficulties with keeping the field contained.

INFILTRATING K'MAR'S FORTRESS

It is about 20 minutes before sundown when the PCs approach the fortress, and they find it is much more than they expected. What was supposed to be a small keep set into the mountain has been transformed into a heavily fortified structure. Various monsters are working on improvements, hefting stone blocks into place on various parts of the keep. Twenty humanoid monsters are encamped in front of the stronghold (see page 15 of the booklet for stats).

To enter the stronghold, the PCs have four basic options:

- 1. Try and enter through the front gate. While feasible, this is highly unlikely. The PCs would have to defeat almost all of the monsters, plus they would sound the alarm.
- 2. Search for a secret entrance. If the PCs scout out the area around the stronghold, they hear the rumbling of water. There is a waterfall about 400 yards from the main entrance. Behind the waterfall is a cave which leads to the monster pen in the keep (area 7 on the map of K'mar's fortress).



- 3. Burrow through the ground. The baleworm PC can create a tunnel leading into the fortress, although unless the PCs scout the entrance (by sending in the flowmorph, which can go through cracks in the wall), the baleworm will be tunneling blind and show up in a random location.
- 4. The grubskin PC can have his maggots eat their way through one of the walls, allowing the PCs to enter.

As long as the renegades are causing a diversion, the PCs can accomplish options 2, 3 or 4 without being seen (as long as they're somewhat discreet). If they're not careful, they may have to face a few monsters. Of course, the PCs might try another method; if this happens, use your best judgment.

Inside the Fortress

Once inside the fortress, the PCs will have a chance to explore. As the PCs move through the various rooms, keep in mind that the dimensions of the rooms and hallways are huge, so as to accommodate the array of creatures that moves through them. The hallways are 15-feet wide and the ceilings are as high as 20 feet. Also, the Sigil of Location reaches its maximum intensity once the PCs enter the fortress. When they enter K'mar's lair it will begin to pulse.

- COURTYARD: A variety of torture devices decorate the courtyard for the pleasure of K'mar and her minions. Several reserve guards are also milling about in this area. If any intruders are detected in the area, the alarm is sounded here and the two massive double-doors are locked from the inside.
- 2. ENTRY HALL: This well-lit chamber is the central location of the fortress. The guardian (see page 15 of the booklet) has one purpose—to keep others from going through the double doors leading into K'mar's lair (area 8). If the PCs move towards the door, it will scuttle over to block their path and say, "Go way." If the PCs do not comply, it will attack. Otherwise, the guardian will stare at the PCs but ignore them. The stone staircase in the far left corner of the room goes up about 15 feet and hits a ceiling of rubble; the second level of the fortress is still in the process of being built. None of the doors in this room are locked.
- 3. LIBRARY: This room, filled with fully stacked bookshelves, is K'mar's library. Most of the books here are ones she has pilfered from the transmuter's tower, although she has written several herself. If the PCs spend a significant amount of time in this room, they can learn more about the nature of the Zone—including the existence of the breach (although the location is not given) and how K'mar has managed to tap into the central core of the magic of the Zone, a swirling vortex of magical energy.
- 4. TREASURE ROOM: The door to this room is locked, but entering is easy enough. The flowmorph can go under the door, the grubskin can have maggots eat their way through the wall, etc. Inside, the room is filled with gold and gems K'mar has collected from the Zone; however, all of these will revert to worthless stones, metals, coal, etc. if the Zone loses its magic.
- 5. PROCESSING CENTER: As the PCs approach this area, they will be able to make out the cries and howls of K'mar's unfortunate victims. This grim chamber is filled with cruel devices used to help skin and process the body parts of captured creatures. If they're quiet, the PCs can observe the grisly activities of this chamber from the shadows without being detected.
- 6. STOREROOM: This dimly lit chamber is filled with barrels and crates which contain processed skins, bones and body parts, as well as the skeletons of various stripped creatures. These are materials to be shipped out of the Zone to Lorinthar.
- 7. MONSTER PEN: This huge cavern houses a great variety of captured beasts, which K'mar will either make minions or have processed into goods. The lone guard is able to keep the magically sedated creatures in line until K'mar determines their fate. Note: The secret waterfall passageway enters the fortress through the corridor at the top of the chamber.
- **8. K'MAR'S LAIR:** This chamber is effectively sealed off from the rest of the fortress. The walls, ceiling and floor are magically reinforced; the only entrance is the double-doors, which K'mar eagerly waits for the PCs to cross. When the PCs enter the room, read the following:

You have entered an enormous chamber, over 100 feet long and at least 40 feet wide. At the back of the room, you can make out a swirling white vortex, which spirals 30 feet up to the ceiling. Lining the walls are ornate pillars crafted of red marble. Chained to several of these pillars are badly beaten and wounded creatures of varying sorts; each has K'mar's sigil imprinted on its body. One of them, a gargoyle that seems to be intrigued by the now pulsing Sigil of Location, immediately catches your eye.

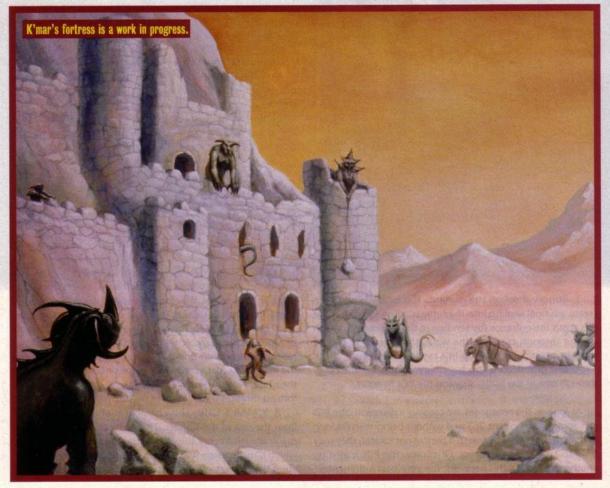
Suddenly, you're aware that there is another pair of eyes set intensely fixed upon you. A gray, frail creature with long gangly arms and legs emerges from the shadows. Its bulbous black eyes stare you up and down. A sigil burns white-hot on its chest. The chained creatures recoil in fear, and in the still of the immense chamber you can hear their frightened whispers. "K'mar...K'mar..."

K'mar is not interested in negotiating; if the PCs don't initiate an attack, she will. Ideally, the PCs will attack first; in response, K'mar shapechanges into an elusive form, and the battle is underway. This should be a hard-fought battle that the PCs soon realize they have little hope of winning. They may get in a blow every now and then, but they won't be able to do enough damage to kill her.

Throughout the combat, K'mar continually changes form to thwart the PCs' attacks, and this is the key to defeating her. PCs who pay attention will notice that the vortex flickers every time K'mar changes form. This is because she is drawing energy from the Zone. If one of the PCs interrupts the flow of energy—by throwing something like a book, a piece of treasure or even a spray of maggots into the vortex while it is flickering—K'mar's tie to the vortex will be severed. Note that if a PC throws something



into the vortex while K'mar is not shapechanging, the item will simply dissipate and K'mar will be unaffected. If a PC throws himself into the vortex, it's instant death—hey, look before you leap.







If the PCs are getting whipped and seem to be totally clueless about discovering K'mar's weakness, you can have Hathord (the gargoyle) nudge them in the right direction. Once they defeat her, read the following:

The vortex flashes bright crimson, and you hear K'mar release a bellowing roar. You look at the creature to see it writhing it agony, caught between forms. The color of the vortex begins to deepen, and at the same time, you can see the life draining from K'mar. The ground begins to rumble, and pieces of the ceiling fall around the vortex, which seems to be running red with blood. In a sudden explosion of energy, the vortex shoots into the air, bringing the rocks above it crashing down.

At the same time you are knocked to the ground—not by the explosion, but by the convulsions in your body. Your form begins to morph and twist, as it did when you entered the Zone. The pain is seething, but you manage to maintain consciousness, and through a stream of uncontrollable tears, you can see K'mar transform into the crumpled form of a young woman.

She cries out in a feeble, broken voice. "Weak, helpless..." And with a dying scream she shrivels into a withered husk. Then it is over. You are able to rise to your feet—your human feet.

WRAP-UP

When K'mar dies, the magic of the Zone dissipates and everything, including the PCs and Hathord, returns to normal. If any of the PCs are wearing armor or clothes they purchased in Lorinthar, they are in for a rude awakening: These items are now made of human flesh.

Disoriented, Hathord will ask them what happened and then thank them for rescuing him. The PCs can take whatever actions they wish at this time, but all that remains of their mission is to return Diplomat Hathord to Lorinthar. Outside the fortress, chaos reigns among the disoriented humans who have no recollection of their transformation. The PCs, thanks to Xanalor's sigil, retain full memory. Beyond K'mar's keep, the Zone is eerily silent; there are no more monsters, and a strange stillness blankets the land. Xanalor will not be waiting for the PCs at edge of the zone, but it does not matter. There

is no magic to prevent the PCs from leaving. When the PCs finally arrive at Lorinthar, read the following:

Even as you approach the city, you can tell things are not as they should be. There is no noise, no commotion. It is as if you are entering a ghost town. When you arrive at the city gates, it doesn't take long to figure out what has happened. In the shops, where there used to be fine clothes and armor, hang strips of human flesh. The roofs, which had been ornately tiled with mosaics of monster scales, are now draped only with human skin. Some of the buildings are crafted from bricks of bone, others are thatched from decaying tendons, muscles and sinews.

Most of the people have fled the city; those that remain have gone mad from the horror of their predicament. There is a man lying in the street, groaning as he rips at the human flesh that was once his armor. Another man is retching; an over-turned plate and its half-eaten contents are splayed on the ground.

As you come closer, you can see that one of the men in the street is Mayor Gaston. He stumbles towards you crying, "What have you done?"

The PCs can try and speak with Gaston, but it's pointless. He has completely lost all reason. He's trying to rationalize the horrors he has caused within Lorinthar, crying, "But they were criminals!" However, he is clearly consumed by guilt. The whole thing has turned him into a blathering idiot and it should be clear that any promised rewards will never materialize. If the PCs become stagnant, Diplomat Hathord offers suggestions.

All he wants to do is get away from the horror that Lorinthar has become. He proposes that if the PCs escort him back to Quaylen (about a week away), his king would be grateful and would surely reward the PCs—not only from saving Hathord from the Zone but also for preventing what could have been a nationwide disaster if Quaylen had opened trade with Lorinthar. What happens on the way to Quaylen (should the PCs accept the invitation) is up to you, but we'd recommend you give 'em a break.

FUTURE CAMPAIGN IDEAS

There are plenty of ways you can incorporate elements of this module into an ongoing campaign. The PGs may forge a new alliance with the kingdom of Quaylen. Perhaps, after giving them their reward, the King offers them another assignment. There are also several unanswered questions and issues from the adventure that can arise later in your campaign. For example:

- What happened to Xanalor? Answer: He fled as soon as all hell broke loose in Lorinthar. He knew what was happening and he didn't want to be around when the PCs came back. Now, he's off somewhere else, perhaps plotting revenge against the PCs for ruining his prosperous career.
- What happened to the real criminals who had been sent to the Zone? Sure, some of them were innocent, but a lot of the people that survived the Zone were bad people. What happens when you open the floodgates of a prison that big?
- Is the Exile Zone's magic really gone? The destruction of the vortex was possibly a temporary disruption in the Zone's field. Perhaps the Zone arises again and alters the area in another strange way.

The InQuest staff would like to thank the dozen people who helped with playtesting and stat-conversion: Tony Carlini, Chris Doyle, Lisa Doyle, Sean Jaffe, Steve Kenson, Steve Labun, Devin McCullen, John Rios, Dan Scheffer, Mike Soss, Kathy Weinstein and Mike Zucca.



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TREASURE CHEST

BY ALLEN VARNEY

MERCHANDISE AROUND

META-DECK PROTECTORS

You've seen, and probably used, the durable plastic sleeves that UltraPro markets under the name Deck Protectors. But they're really card protectors, right? Now Rembrandt, the makers of the UltraPro storage line, sells a stack of 75 Deck Protector sleeves in a sturdy polypropylene box that actually protects your whole deck. Seems like they should call the box a "deck protector," but it's too late; the only decent name left was "Deck Boxes." Well... at least, it's descriptive. The boxes are more colorful than the name, with three different designs-Black Lotus, Jester's Cap and Greven il-Vec-that go for \$7.98 to \$8.98 apiece. Their fliptops close with spiffy Velcro strips, and UltraPro says they won't crack like ordinary acrylic boxes. And don't forget, each box comes with 75 Deck Protectors. That still sounds wrong....



PRODUCT

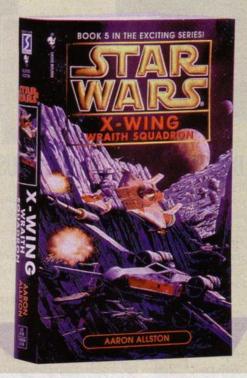


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STEALTH X-WINGS?

You're in good company if you admire writer Aaron Allston, author of dozens of meaty gaming supplements for AD&D, Champions, Car Wars and GURPS, plus novels like Doc Sidhe and Galatea in 2-D. This month, Allston hits the bestseller lists with Wraith Squadron, his first of three licensed X-Wing novels, based on the mega-hit LucasArts computer games set in the Star Wars universe (Bantam Spectra, \$5.99).

Allston got Wraith Squadron practically by accident; a Bantam editor pencilled him in as a possible author, resigned soon afterward, and the next editor assumed Allston was already writing the books. Imagine getting a call out of the blue: "So, have you finished writing that Star Wars novel yet?" Aaron took the job and, despite an incredibly tight deadline, came through. In Wraith Squadron, Wedge Antilles—stalwart hero of four other Michael Stackpole X-Wing novels—leads a covert action group of X-Wing pilots in a mission to take over an Imperial warship. Meanwhile, West End Games adapts Stackpole's original X-Wing quartet in the upcoming Roque Squadron Sourcebook for Star Wars: The Roleplaying Game. Gee, who could they possibly get to adapt Wraith Squadron...?



DRAGONBALL GOES BLIND

You've already got Pioneer's Dragonball Z Resurrection videos with every episode of the high-action Japanese anime series. Let's see, you've covered your body, your bedroom walls and bedspread, the floor—gasp! Your window! It does not yet partake of the full Dragonball Z experience! You'll

stand-alone expansion for Ani-Mayhem, not to mention the Dragonball Z Playstation console game, posters, trading cards, action figures, T-shirts, flip-top wristwatch and hordes of

if only you could dress up your dog....

want the \$34 Dragonball Z bamboo Venetian-style blind from

Samurai USA. It features Goku, Gohan, Yamcha, Vegiita and

three more Z fighters with names like mixed Sgrabble tiles.

Check www.samurai-anime.com for more information. Now



GHOSTLY GOODIES

And speaking of wraiths (you know, like Wraith Squadron...it's funny), if you're a player of White Wolf's Wraith: The Oblivion RPG, you may have been dismayed by the lack of cool doodads available for this game of passion and horror. Fret no more, deadboys and girls. Henry Higgenbotham's Wolf Totem studios has come to your rescue with a line of sculpted stuff for you to scarf. The picture shows the Arcanos magnets (\$5 apiece), the Charon pin (\$10) and both sides of the Wraith obolus (\$10). All magnets are also available as pins and vice versa. Finally, for \$25, you can hang the Wraith Key from your neck...if it's still attached. To reach Wolf Totem, check out their site at http://www.mindspring.com/~spigmoid/index.html.

Henry Higgenbotham's *Wraith* sculptures and jewelry



BARYLON 5: SAY IT WITH M

If you're running Chameleon Eclectic's The Babylon Project RPG, how do you simulate the "Babylon 5" TV show's atmosphere in your game sessions? Hire series creator J. Michael Straczynski to drop by and provide historical footnotes to your plots? Sorry, he's busy working 10 hours a day. Maybe you could spring for a Silicon Graphics workstation to create those cool CGI special effects. Sonic Images offers a far cheaper solution: five CDs of Christopher Franke's original music for "Babylon 5."

The company has already offered two album-length suites amalgamated from various episodes, but each of these new "episodic CDs" (\$10.98 apiece) contains about 30 minutes of music from a single third-season show. So far they've released the music from the Hugo-award-winning "Severed Dreams," "Late Delivery from Avalon," "Walkabout," "Shadow Dancing" and, especially good for eerie horror adventures, "Z'Ha'Dum." All works are performed by the Berlin Symphonic Film Orchestra, with Alan Wagner conducting. For more info, e-mail sonicimages@sonicimages.com, or check the Web at www.sonicimages.com/b5. Less-wired customers can send a fax to 213-650-1016.

When the stars are right and Great Cthulhu rises from his watery house in the sunken city of Rl'yeh... you're probably pretty hosed. But, if you put one of these nifty Cthulhu-fish on the bumper of your car or the back of your notebook, you might get eaten last. These 7 3/4" x 2" metallic stickers parody the popular "Darwin-fish" stickers, themselves a spoof on the Icthyos symbol used as a symbol of the Christian faith. (Talk about an inside joke.) If your local high priest is out of these gold or silver goodies, check your local game store; they retail for about three bucks. Otherwise, contact Chaosium directly at 510-547-7681.



STHAYOURVE BEEN GONE



Mysteries of the Sith screens

In last fall's long-awaited Jedi Knight computer game, seven Dark ledi villains became lightsaber fodder for hero Kyle Katarn. But five years later, the Star Wars computer game hero goes missing, and his budding apprentice, former Empire assassin Mara lade, has to find him-in the catacombs beneath a temple of the Sith. You know, as in Dark Lord of the Sith? As

Mysteries of the Sith, March's add-on scenario disk for Jedi Knight, puts Mara through 14 new scenarios of single-player hell. Her new weapons include a carbonite

in Darth Vader?

pellet gun (similar to the Freeze Ray in Duke Nukem 3D), a stationary repeating blaster cannon, a long-range electroscope, a seeker rail detonator, a flash bomb and the BlasTech DL-44 heavy blaster pistol (Han Solo's favorite). Mara also grows wise in the ways of the Force, with new powers like Force Push, Chain Lightning, Lightsaber Throw, Force Projection and Far Sight. And who's she fighting? Name it: a Hutt crimelord, pirate raiders, dianogas, swamp wampas, Imperial torture droids, undead Sith warriors and the Rancor.

Deathmatch players get 10 new sites for wholesale butchery of their friends, including classic locales like Cloud City, a carbon-freeze chamber and the Imperial Throne Room. Players can look like a Jedi, Imperial soldier, stealthy scout or Boba Fett. Five more multi-player levels link in a contest called "Kill the Fool with the Ysalamiri." To score points with the next Star Wars trivia fan you meet, mention that an ysalamiri is a small salamander-like creature capable of deterring the Force within a ten-meter radius. The price of Mysteries of the Sith was not set at press time, but check www.lucasarts.com for the latest.



104 INQUEST 36

INCLASSIFIABLES ● ACCESSORIES ● BINDERS ● AMUSEMENTS ● THINC

SAY, YOU'RE ROLLING WELL TODAY

"I speak the guard's language because of my 18 Intelligence, so I'll charm him with my 18 Charisma. Then, when he's not looking, I'll climb the wall with my 18 Dexterity and break through the window with my 18 Strength." Clearly, this gamer has already discovered Koplow's Character Builders dice. Have you? Guaranteed to roll a six every time, each weighted 18mm die comes in red, green or black (sets of three, \$5.98) from Koplow Games, 369 Congress St., Boston, MA 02210; call Customer Service at 1-800-899-0711 for a catalog. But watch out if your gamemaster discovers your Character Builders. He'll make you use 'em in Champions or GURPS where a roll of 18 blows your attack.

HATCHLINGS FOR EVERYONE!

Your party creeps along the shadowed cavern passage toward the dragon's hoard. You peek around the corner, and amid your puny little lead figurines, the gamemaster suddenly drops a bendable rubber Alien Hatchling from last fall's "Alien Resurrection" movie. Eeee-yaaah! These Chestburster and Facehugger toys (\$10.25 each) would give small children nightmares, but at

25mm scale they loom as large and menacing as any dragon in your fantasy RPG. And they're a fraction (okay, a large fraction) of the cost of lead figures. Check out the nasty newborns at the Hasbro Web site, www.hasbro.com.

STOP PLAYING WITH YOURSELF

What sight saddens more than a gamer without opponents? Okay, hundreds of sights sadden more. But the point is lonely fans of Jolly Games' *Wiz-War* and Pinnacle's *Fields of Honor* miniatures game should soon find plenty of opposition over the Internet. Adventure Online Gaming is preparing online adaptations of these games using innovative tools that work through any stan-

dard Java-enabled Web browser, without need for special software. These computer versions are exact translations, so when a *Wiz-War* player in Wyoming plays his Wall of Thorns onscreen, you'll groan just as if the card hit your own table.

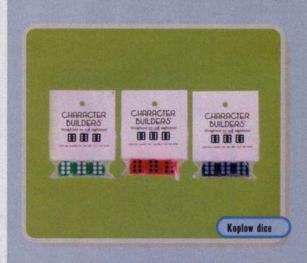
It's free for now, so see how it works at the AOG Web site, www.gameworld.com. Right now, all it offers is a funny card game of backbiting office politics, Lord of the Cubicles, along with Spades and Solitaire. (Whoop-de-doo.) But AOG licensing manager Greg Gorden (designer of Cubicles and the Earthdawn, TORG and DC Heroes RPGs) says Wiz-War should come online by March, with Fields of Honor to follow in late summer. The Web site also announces plans to adapt Daedalus Entertainment's Shadowfist and Feng Shui.

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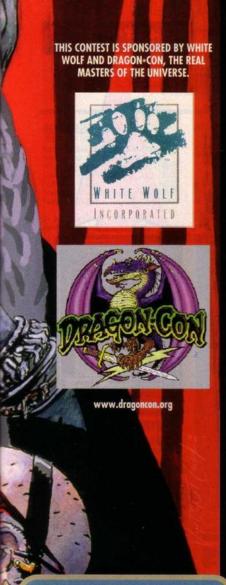
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For a list of winners, available after May 15, 1998, send a self-addressed stamped envelope to: "Slave For a Boy" Winners List, c/a Wizord Entertainment, P.O. Box 118, Congers, NY 10920-0118.

Dragon*Con? Wake up, chummo!
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One obedient fool gets a free trip to the greatest show on earth, Dragon*Con, September 3-6, 1998, at the Atlanta Apparel Mart and Hyatt Regency Atlanta, three nights at a hotel and a three-day pass to the show!

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CARDSTOCK

Tracking trends in the card game market

Welcome as always to "Cardstock," where the women are strong and the men are (literally) barbarians. I'm Lars Pearson, InQuest price guide manager and the most Norwegian man in the gaming industry

A quick note needs to be made about the recently-released First Contact (Star Trek). It's gotten rave reviews and shown nice, clean increases, but take notice that the excitement is mostly among the major cast members. The good news is cards like Jean-Luc Picard, Data and Geordi LaForge should keep going up since you'd have to be a brainless tribble to play Star Trek and not use them. But in time, the rest of the expansion might stagnate. We'll have to wait and see.

Beyond that, the news this month is Tempest, Tempest, Tempest, It's easily the hottest Magic set right now, with mucho price increases. But beware: Magić's upcoming Stronghold expansion will, of course, immediately trump Tempest as the set to get. That means that the now-zooming Tempest will likely level out and possibly go down. Oof.

Still, here's a short list of extremely useful Tempest cards that might not drop too much under any scenario. Heck,

they could even show increases:

 Cursed Scroll—One of the hottest cards right now. Simply put, you name a card and your opponent has to choose one from your hand. If he or she draws the card you name, two damage is meted out to target creature or player. Yowza! Now, if you want to be—and this is a technical term—a "sly bastard," the best idea is to get yourself down to one card when unleashing this baby. That way, the odds of your nemesis choosing the correct one kinda increases. And for the three generic mana it costs to use this spell, the price is rather cheap.

Eladamri's Vineyard—As a low-casting enchantment, this card really speeds up green decks. If your opponent

isn't playing green, they'll be forced to use two green mana every turn to avoid mana burn. Unpleasant, to say the least.

• Earthcraft—Tap a creature to untap a land. That's the beauty of Earthcraft. In combination with a Sacred Mesa or Goblin Warrens, this can become an infinite creature generator. Yea-woo! Free warning, though: If your opponent ever casts Earthcraft, expect him to be playing a Mesacraft deck and counter it or disenchant it as soon as possible.

• Wasteland—With the restriction of Strip Mine, this card has become the choice de resistance for land destruction among Type I and Type II players. Even though you have to sacrifice Wasteland, the devastation to nonbasic lands is absolute.

 Sapphire Medallions—Those pesky Medallions. Players can't decide if they're worth their weight in salt, but one thing is clear: Sapphire Medallions have been enjoying a renaissance. All Medallions make spells cheaper, but with blue cards, this is especially useful. Blue mages need to save mana so they can cast counterspells. Wily players can also use the Sapphires to take advantage of buyback spells like Capsize and Whispers of the Muse.

Beyond Tempest, there is one Magic item of note. The Extended tournament format has really started to gain ground, meaning that it's possible, let me stress possible, that several out-of-print cards will become popular on the singles market. After all, Extended allows for cards from Revised and every expansion after it, including The Dark and Tempest. It's a little too early to do more than speculate which cards will gain in popularity, but stay tuned.

That's all for this month. Stay good, and in the words of Abraham Lincoln, "Whenever (1) hear anyone arguing for slavery, I feel a strong impulse to see Spirit Shackle tried on him personally."

PRICE GUIDE CONTRIBUTORS

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Austin Books in Austin, TX; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Brandywine in West Chester, PA; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Halboro, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MaA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA: Dreamscape Comics in Easton, PA; Dugout Sportscards in Corpus Christi, TX; Eagle Hill in Presque Isle, ME; Fantasy Factory in Dalton, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game-Alot in Santo Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA: Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, (T; Hansen's Hobbies in Wilmette, IL; Harvey's Sports and Comics in West Harvey, CT; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IN: Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Paper Heroes in Killeen, TX; Pee Wee Comics in Canaga Park, CA: Premier Collectibles in Greenwood, IN: R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; Texas Game Co. in Allen, TX; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NY; Titan Games and Comics III in Smyma, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY





FIRST CONTACT

Expansion set gets rave reviews, major cast members show healthy increases. Expect uphill slopes among key cards in future



HOTH & DAGOBAH

As Star Wars' Cloud City expansion gains steam, Hoth and Dogobah sets freeze over. This month, continued huge hits among rares such as You





ALBUM HARMED
ALPHA LIMITED
WIZARDS OF THE COAST- 1993
Cards have black borders. Alpha cards have a
rounder corner when compared to Beta cards.
Full Set (295 cards)
Starter Deck (60 cards)
Starter Box (10 decks)
Booster Pack (15 cards)
Booster Box (36 packs)
All unlisted cards are 80 % of Beta value. Alpha errors are worth 125 % of Beta value.
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Orcish Oriflamme
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	Dragon Whelp	4.00
E	Drain Power	9.00
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	Earthbind	1.50
t	Earthquake	13.00
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	False Orders	5.00
	Farmstead	



TOP 10 CARDS 10) Reflecting Pool Everybody into the Paal! Okay, maybe it's still a little too cold in most places to start swimming again, but Magic players have been div-ing after these Tempest lands that produce any

color of mana that your lands can generate.

1	
*	Fastbond
	Feedback
	Fire Elemental 3.00
ũ	Fireball
•	Flashfires 2.50
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*	Forcefield
*	Fork
*	10190001 111111111111111111111111111111
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	Glasses of Urza 2.50
	Glasses of Urza
•	Gloom 3.00 Goblin Balloon Brigade 2.00
	Goblin Balloon Brigade 2.00
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*	Granite Gargoyle
0	Green Word
0	Guardian Angel
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*	Howling Mine
-	nowing wine
÷	Hurricone 3.00 Hypnotic Specter 16.50
ĕ	ke Storm 30.00
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-	lcy Manipulator 48.00 Illusionary Mask 48.00
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ũ,	Invisibility 7 00
0	Invisibility 7.00 Iron Star 2.50
4	Island Sanctuary 7.00
	Ivory Cup
*	Jade Monolith
	Inde Statue 20.00
*	Javerndae Torne
	Juggernaut 8.00
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	Keldon Warlord 3.50
*	Kormus Bell 8.00
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	Ley Druid
0	Library of Leng

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* Lifelace	6.00
Lifetap	2.25
Lightning Bolt	6.00
* Living Artifact	
* Living Lands	
Living Wall	
■ Uanowar Elves	
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★ Lord of the Pit	
• Lure	
* Magical Hack	
* Mahamoti Djinn	
* Manabarbs	
* Mana Flore	12.00
* Mana Short	12.00
* Mana Vault	18.00
★ Meekstone ★ Mind Twist	10.00
	100.00
* Mox Emerald	190.00
* Max Jet	
W MOX Feur	. 190.00
Sanahter Medallion	6



TOP 10 HOTTEST CARDS 9) Sapphire Medallion Medallions may seem inferior to colorless mana generators, but adding the equivalent of one generic mana to every spell you cast isn't an ability to take lightly. The Sapphire one is particularly prized; blue mages can be stingy when it comes to casting those counterspells.

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*	Mox Sanohire	190.00
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	Orcish Oriflamme	2.00
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	Peshlence	2.00
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*	Plateau	45.00
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	Prodigal Sorcerer	2.00
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ŵ		10.00
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-	Socifice	
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À	Savannah Lions	18.00
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*	Sedge Troll	
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0	Serra Angel	
	Shatter	1.00

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+	Siren's Call Sleight of Mind	12.00
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0	Sof Ring	25.00
8	Soul Net	3.00
	Spell Blast	3.00
*	Spell Blast Stasis	15.00
	Steal Artifact	2.50
	Steal Artifact	2.00
	Stone Rain Sunglasses of Urza	. 3.00
*	Sunglasses of Urza	9.00
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*	Timber Wolves	70.00
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*	Tundra	42.00
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***	Two-Headed Giant of Foriys Underground Sea Unthen Troil Verduran Enchantress Vesuvan Doppelganger Veteran Bodyguard	50.00 42.00 . 2.50 . 8.00 37.00 16.00
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*****	Gounter of Might Glasses of Urza Gloom Goblin Rolloon Brigade Goblin King Grantle Gorgoyle Green Ward Gountion Angel	. 25.00 . 7.00 . 8.00 . 95.00 75 . 1.00 . 8.00 . 10.00
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*************************************	Gounter of Might Glasses of Urza Gloom Gobin Bolloon Brigade Gobin King Granite Gargoyle Green Ward Goundian Angel Helm of Chatzuk Hive, The Howking Mine Hurricane Hyponic Specter key Manipulator	. 25.00 . 7.00 . 8.00 . 95.00 75 . 1.00 . 8.00 . 10.00
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REVISED EDITION

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter. \$300.00 Full Set (302 cards)

ill	unlisted cards are worth the same as U	nlimited.
	Aladdin's Lamp	
K	Aloddin's Ring	
k	Armogeddon Clock	2.00
k	Badlands	16.00
	Basalt Monolith	
*	Bayou	16.00
k	Birds of Paradise	8.00
k	Bottle of Suleiman	2.50



TOP 10 HOTTEST CARDS

8) Tempest Pain Lands
The return of off-color multilands had lots of
old school Magic players cheering. Sure, you
weren't going to find a Tropical Island or a Bayou in your next booster pack, but cards

like Skyshroud Forest make useful—it painful—substitutes. For those who won't		
compromise, zip over to #2.	WOILI	
Bross Man	1.00	
Olone		
★ Contract From Below		
Crumble	1.00	
* Dancing Scimitar	3.00	
★ Demonic Attorney	3.00	
★ Demonic Hordes	12.50	
Demonic Tutor	5.00	
Desert Twister	1.50	
→ Dragon Engine	2.00	
Dwarven Weaponsmith	1.50	
# Ebony Horse		
★ El-Hajjaj	4.00	
Energy Flux		
☆ Eye for an Eye		
* Flying Carpet		
* Hurkyl's Recall		
* Island Fish Jasconius		
* Jandor's Ring	4.00	
* Jandor's Saddlebags	2.00	
Kird Ape	1.00	
★ Magnetic Mountain		
* Mijoe Djinn		
Millstone Mishra's War Machine	7.00	
* Onulet		
Ornithopter		
* Plateau		
* Primal Clay		
Rock, The		
* Rocket Louncher		
★ Savannah ★ Scrubland		
* Scholoud	15.00	

Serendib Efreet	9.00
Shatterstorm	2.00
Sol Ring	6.00
Sorceress Queen	5.00
Taiga	16.00
Titania's Song	3.00
Tropical Island	
Tundra	16.00
Underground Sea	16.00
Volcanic Island	16.00
	Sol Ring Sorceress Queen Taiga Titaiga Titania's Song Tropical Island Tundra Underground Sea

FOURTH EDITION

Cards contain a copyright date beneath the artist's name on the front of the card. Full Set (378 cards) \$250.00 Stanter Deck (60 cards) 9.95 Stanter Box (10 decks) 80.00 Booster Pack (15 cards) 3.50 Booster Box (36 packs) .15 .50 3.00 3.50 1.00 ..75

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Aladdin's Ring	. 3.50
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Animate Dead	75
Animate Wall	2.00
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Armoneddon	7.00
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Brass Man	1.00
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Coral Helm	. 2.00
Cosmic Horror	. 3.00
Counterspell	1.00
Crimson Manticore	3.00
Crusade	- 4 Nr
Cursar Lond	1.00
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* Helm of Chatzuk

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★ Lifelace		Animate Dead	
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Simulcrum Siren's Call Sleight of Mind Smoke Sorceress Queen Spirit Link Stosis Strick Mines	75 75 3.00 2.50 4.00 4.00	7) Eladamri's Vin Paul Mason will sell no wine before but down at Eladamri's Vineyard, il around every single moin phase— your opponent's. Will all that green	eyard its time, ney splash it yours and mana
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TOP 10 HOTT CARDS

6) Armageddon
Armageddon falls four notches this issue. Do
you suppose that players are finally tiring of
mass land destruction in their decks? Have we
inally seen the last of the big creature. 'Geddon decks that have long made their mark on
tournaments? Nah... probably just sunspots or
something.

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O Wall of Swords	
Wanderlust	
★ Worp Artifact	
Whirling Dervish	1.5
O White Knight	
Wind Spirit	
★ Winds of Change	51
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	B, D: Name a card choose a card at re hand. If he or she named card, Curs damage to target of	chooses the ed Scroll deals 2 reature or player.
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5 h	5) Cursed So Pick a cordany cord coroll, your apponent wi narmless phrase. See, if you've named, he takes easy and, at a cost of the wonder's pretty affordal	TOLI "With the Cursed If come to dread this he picks the card that two damage. Simple, ree mana, this little
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Sore novel Scarecow Scarwood Bandits Scarwood Hag Season of the Wirch Sisters of the Flome Skull of Orm Sorrow's Path Spirting Slug Standing Stones Stone Calendar Iangle Kelp Twodar's Crusade Tormod's Cryst Tower of Coireal Inroker Uncle Istvon Wand of Ith War Barge Water Wurm Whippoorwill Wirch Hunter Worns of the Forth	3,00 1,50 4,50 2,00 4,00 3,00 2,00 2,00 2,00 2,00 1,00 1,00 2,00 2,00 2,00 2,00 1,00 2,00 2,00 1,00
Sore novel Scarecow ★ Scarwood Bandits Scarwood Hag ★ Season of the Writch Sisters of the Flame Skull of Orm ★ Sorrow's Path Spitting Slug. Standing Stones Stone Calendar Iangle Kelp Tivedar's Crusade Torwad's Crypt Tower of Coireall Itacker Uncle Istvan Ward of Ith War Barge Water Wurm Whippoporwil Witch Hunter ★ Worns of the Earth.	3,00 1,50 4,50 2,00 4,00 3,00 2,00
Scare novel Scarecrow Scarwood Bandits Scarwood Hag Scarwood Hag Sesson of the Witch Sisters of the Witch Sisters of the Flame Skull of Orm Sonrow's Parth Spitting Slug Standing Stones Stone Calendar Tangle Kelp Troudar's Crusade Tomode's Cropt Tower of Coireal In Tocker Uncle Istvan Wand of Ith War Barge Water Wurm Whipopoorwil Schiff Hunter Wormwood Treefolk	4.00 3.00 5.00 4.50 2.00 4.00 2.00 2.00 1.50 2.00 3.00 4.00
Scare novem Scarecrow Scarwood Bandits Scarwood Hag Scarwood Hag Scarwood Hag Scarwood The Witch Sisters of the Winch Sisters of the Flame Skull of Orm Scarrow's Parth Spitting Slug Standing Stones State Calendar Tangle Kelp Thodar's Crusade Tormod's Crypt Tower of Coreal Incoker Uncle Istvan Wand of Ith War Barge Water Wurm Whippoporwil Witch Hunter Wormwood Treefolk FALLEN EMPIRES	3,00 5,00 1,50 4,50 2,00 4,00 3,00 2,00 7,00 2,00 1,50 2,00 7,00 2,00 4,00
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Scare rovein Scarecrow Scarwood Bandits Scarwood Bandits Scarwood Bandits Scarwood Hag Sesson of the Witch Sisters of the Flame Skull of Orm Spart Spa	3,00 5,00 1,50 4,50 2,00 4,00 3,00 2,00 1,50 2,00 1,50 2,00 4,00
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Scare novem Scarecrow Scarwood Bandis Scarwood Hag Scarwood Hag Season of the Witch Sisters of the Winch Sisters of the Flame Skull of Orm Somow's Path Spiriting Slug Standing Stones Stone Calendar Inagle Kalp Tivadar's Crusade Tormod's Crypt Tower of Coreoll Trocker Uncle Istvan Wand of Ith War Barge Water Worm Whippoponwil Winch Hunter Worms of the Earth Wormwood Treefolk FALLEN EMPIRES WIZARDS OF THE COAST- 1994 Full Set (187 cards) Booster Pack (8 cards)	3,00 3,00 1,50 4,50 2,00 4,00 3,00 2,00 3,00 2,00 3,00
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Scare roven Scarecrow Scarwood Bandis Scarwood Hag Scarwood Hag Scarwood Hag Scarwood Hag Scarwood Hag Scarwood The Winch Sisters of the Winch Spithing Slug Standing Stones Stone Calendar Tornod's Crypt Tordar's Crusode Tornod's Crypt Tordar's Crusode Tornod's Crypt Tordar's Crusode Uncle Istran Wand of Ith War Barge Water Wurm Winch Hunter Worms of the Earth Wormwood Treefolk FALLEN EMPIRES WIZARDS OF THE COAST- 1994 Full Set (187 cards) Booster Pack (8 cards) Booster Pack (8 cards) Booster Pack (60 packs) Unlisted Uncommons Unlisted Uncommons W Aeollide Bottomiess Voult Redirectory Bottomiess Voult Redirectory Bottomiess Voult Redirectory Conch Horn Delif's Cube	3,00 3,00 1,50 4,50 2,00 4,00 3,00 2,00 2,00 2,00 2,00 2,00 2,00 2
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Scare novel Scarecow Scarwood Bandits Scarwood Hag Season of the Wirch Sisters of the Flame Skull of Orm Scarecow Scare over Plane Skull of Orm Scare over Plane Skull of Orm Scare over Plane Spirting Slug Standing Stones Stone Calendar Iangle Kelp Twadar's Crusade Tormad's Crysade Torwar's Crusade Torwar's Crusade Torwar's Crusade Uncle Istvan Wand of Ith War Barge Water Wurm Whippoorwill Wirch Hunter Worms of the Earth Wormwood Treefolk FALLEN EMPIRES WIZARDS OF THE COAST-1994 Full Set (187 cards) Booster Pack (8 cards) Booster Box (60 packs) Unlisted Uncommons Unlisted Uncommons Unlisted Uncommons Unlisted Uncommons # Beding of Restoration # Bottomless Voult # Breeding Pit Conch Horn Delff's Cube Derelor Derelor Derelor Derelor Dreconian Cylix	3,00 3,00 5,00 1,50 2,00 4,00 3,00 2,00 1,50 2,00 1,50 2,00 2,00 2,00 2,00 4,00 3,00 4,00 3,00 4,00 3,00 4,00 4
Scare novem Scarecow Scarwood Bandits Scarwood Hag Scarwood Hag Scarwood Hag Season of the Wirch Sisters of the Flame Skull of Orm Sorrow's Path Spirting Slug Standing Stones Stone Calendar Iangle Kelp Thvadar's Crusade Tormod's Crypt Tower of Coireal Tracker Uncle Istvan War Barge Water Wurm Whippoorwil Wirch Hunter ★ Worms of the Earth ★ Worms of the Earth ★ Worms of Flat Cants WizarDS OF THE COAST- 1994 Full Set (187 cards) Booster Pack (8 cards) Booster Bax (60 packs) Unlisted Commons Unlisted Uncommons ### Balm of Restoration #### Balm of Restoration ####################################	3,000 3,000 1,500 4,500 4,500 2,000 2,000 2,000 1,500 2,000
Sore novel Scarecow Season of the Writch Sisters of the Flame Skull of Orm Scarecow's Path Spitting Slug Standing Stones Stone Calendar Iangle Kelp Tivedar's Crusade Tormod's Crypt Tower of Coireal Inocker Uncle Istvan Wand of Ith War Barge Water Wurm Whippoorwill Witch Hunter Worms of the Earth Wormwood Treefalk FALLEN EMPIRES WIZARDS OF THE COAST-1994 Full Set (187 cards) Booster Pack (8 cards) Booster Bax (60 packs) Unlisted Commons Unlisted Uncommons Unlisted Uncommons Aeolipile Balm of Resteration Bortonless Vault Breeding Pit Conch Horn Delif's Cube Draconian Cylix Dwarven Hold	3,00 3,00 5,00 1,50 4,00 2,00 2,00 1,50 2,00 1,50 2,00 1,50 2,00 1,50 2,00 1,50 2,00 1,50 2,50 1,50 1,50 1,50 1,50 1,50 1,50 1,50 1
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Anarchy Arcum's Sleigh Bolduvian Hydra Blinking Spirit Blinking Spirit Blinking Spirit Blinking Spirit Brushland Cell to Arms Carbou Range Celestel Sword	
■ Anarchy ■ Arcum's Sleigh ★ Boldavion Hydra ☆ Blinking Spint ★ Blizzord ★ Brand of Ill Omen ★ Brushland ☆ Call to Arms ☆ Cerbou Range ← Celestial Sword ★ Choos Lord	3.00 1.00 1.50 50 6.00 6.25 3.00 4.00 6.50 4.00 5.00 3.00
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■ Anarchy ■ Arcum's Sleigh ★ Bidduvion Hydra ☆ Blinking Spirit ★ Blizzord ★ Brushland ☆ Call to Arms ← Carsbou Range ← Celestial Sword ★ Choos Lord ★ Choos Lord ★ Choos Moon ← Chrometic Armor ← Crown of the Ages ← Curse of Marit Lage ■ Dance of the Dead ★ Despotic Scepter ★ Dread Wight ■ Dwarven Armory Earthlink ★ Elder Bruid	3.00 1.00 1.50 6.05 3.00 4.00 5.00 3.00 4.00 5.00 3.50 4.00 12.00 4.00 12.00 4.00 3.50 3.50 4.00 3.50 4.00 3.00 4.00 3.00 4.00 3.00 3.00 4.00 3.00 3.00 3.00 4.00 3.00
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■ Anarchy ■ Arcun's Sleigh ■ Bolduvion Hydra ⇒ Blinking Spirit ■ Blizzord ■ Brushland ⇒ Carlbow Range ← Celestial Sword ★ Choos Moon ← Chrow Moon ← Chrow The Arnor ← Crown of the Ages ← Curse of Marit Lage ■ Dance of the Dead ■ Despotic Scepter ▼ Dead Wight ■ Dwarven Armory ← Liftin Bottle ■ Elder Druid ■ Elemental Augury ➡ Elder Druid ■ Elemental Augury ➡ Eldin Bottle ■ Enduring Renewal	3.00 1.00 1.50 5.00 6.00 6.25 3.00 4.00 5.00 3.50 4.00 3.50 4.00 12.00 4.00 12.00 4.00 4.00 4.00 4.00 4.00 4.00 4.00
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■ Anarchy ■ Arcun's Sleigh ★ Bolduvion Hydra ☆ Blinking Spirit ★ Blizzord ★ Bruad of III Ornen ★ Brushland ☆ Call to Arms ← Caribou Range ← Celestial Sword ★ Choos Lord ★ Choos Moon ← Chrown of the Ages ← Curse of Marit Lage ■ Dance of the Dead ★ Desplotic Scepter ★ Dead Wight ★ Dwarven Armory Earthlink ★ Elder Duid ← Elemental Augury ← Elkin Bottle ← Enduring Renewal ← Engry Isstice ← Fire Covenant	3.00 1.00 1.50 6.00 6.25 3.00 4.00 6.50 4.00 3.00 3.50 4.00 12.00 4.00 12.00 4.00 4.00 3.50 4.00 4.00 3.75
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Lea con spir Mer And	Plo Howard (ARD) Moditate pining up seven spots this month, Meditatines back with a vengeance er—better ritual understanding. We hear the dilation mage has been studying under th cestral Recall mage but is just taking a lot ger to get things occomplished.	on e
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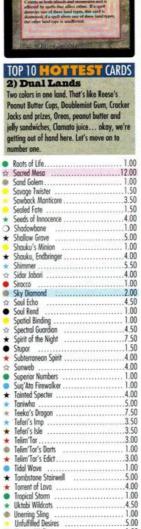
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	AND THE PROPERTY OF THE PARTY OF			2-2-2-7	1.00
*	Phyrexian Devourer	5.00	٠	Delirium	
*	Phyrexian Portal			Discordant Spirit	
•	Pillage			Divine Retribution	
	Pyrokinesis	1.00		Dread Specter	
ō	Reprisal			Dwarven Miner	
*	Ritual of the Machine	5.00	*	Early Harvest	
*	Rogue Skycaptain	5.00	0	Elixir of Vitality	
☆	Royal Decree	4.50	*	Emberwilde Coliph	5.50
0	Scarab of the Unseen	1.00	*	Energy Bolt	
-	School of the Unseen	1.00	*	Energy Vortex	5.00
ō	Seasoned Tactician	1.00	0	Enlightened Tutor	2.50
*	Sheltered Volley	5.00		Ersatz Gnomes	1.00
0	Shield Sphere	1.00		Ether Well	
*	Sol Grail	2.00	台	Ethereal Champion	
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=	Spiny Starfish	1.00	*	Final Fortune	
*	Splintering Wind			Fire Diamond	
*	Storm Cauldron	5.50		Flame Elemental	
•	Storm Elemental	1.00	*	Flash	
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•	Suffocation	2.50	-	Foratog	1.00
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*	Thought Lash	4.00		Goblin Scouts	
*	Tidal Control			Goblin Soothsayer	
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9	Unlikely Alliance			Grinn Feast	
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•	Yavimaya Ants	2.50		Harmattan Efreet	
-				Haunting Apparition	
M	RAGE %			Hivis of the Scale	
	ZARDS OF THE COAST- 1996		â	Horrible Hordes	
	Set (350 cards)	\$250.00	0	Igneous Golem	
Sta	ter Deck (60 cards)	9.00	*	Illicit Auction	
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Boo	ster Pack (15 cards)	3.00	*		
	ster Box (36 pocks)	911181	0		
	amone				
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*	Abyssal Hunter	5.50 3.00	☆ *	Jabari's Influence Jungle Patrol Jungle Troll Koervek's Hex	4.00 3.50 1.00
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***0	Abyssal Hunter Acidic Dagger Afiya Grave Afterlife	5.50 3.00 3.50 2.00	☆ * • •	Jaban's Influence Jungle Patrol Jungle Troll Koervek's Hex Koervek's Purge Karoo Meerkat	4.00 3.50 1.00 1.00 1.00
***0	Abyssal Hunter Acidic Dagger Afiya Grove Afterlife Alentory	5.50 3.00 3.50 2.00	· ☆ ◆ • • • *	Jabari's Influence Jungle Patrol Jungle Iroll Koervek's Hex Koervek's Purge Koroo Meerkar Kukemssa Pirotes	4.00 3.50 1.00 1.00 1.00 1.00
*****	Abyssal Hunter Acidic Dagger Afriya Grove Afrelife Aleatory Amber Prison.		· ☆ ◆ • • • *	Jaban's Influence Jungle Pottol Jungle Troll Koervek's Hex Kaervek's Purge Karoo Meerkar Kukemssa Pirates Leod Golem	4.00 3.50 1.00 1.00 1.00 1.00 3.50
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******	Abyssal Hunter Acidic Dagger Afrya Grove Afterlife Aleotory Amber Prison Armolet of Unmaking Ancestral Memories Ashen Powder Asmira, Holy Avenger		· ☆ ◆ • • • *	Jaban's Influence Jungle Patrol Jungle Patrol Jungle Troll Kaervek's Hex Kaervek's Purge Karon Meerkar Kukemssa Pirates Lead Golem Leeting Gargoyle Lion's Eye Diamond Locust Swarm Lure of Ptey	4.00 3.50 1.00 1.00 1.00 3.50 1.00 4.00 1.00
O•*	Abyssal Hunter Acidic Dagger Afiya Grove Afterifie Alleatory Amber Prison Amuelt of Ummaking Ancestral Memories Asmin, Holy Avenger Auspicious Ancestro		· ☆ ◆ • • • *	Jaban's Influence Jungle Pottol Jungle Pottol Jungle Troll Koervek's Hex Koervek's Purge Karoo Meerkat Kukemsso Pirotes Lead Golem Leering Gargoyle Lion's Eye Diamond Locust Swarm Lure of Prey Molignant Growth	4.00 3.50 1.00 1.00 1.00 3.50 3.50 4.00 4.00 4.50
O•*	Abyssal Hunter Acidic Dagger Afrya Grove Afterlife Aleatory Amber Prison Amulet of Unmaking Ancestral Memories Ashen Powder Asmira, Holy Avenger Auspicious Ancestor Bod River		☆★ · · · · · · · · · · · · · · · · · · ·	Jaban's Influence Jungle Pottol Jungle Pottol Jungle Troll Koenvek's Hex Kaervek's Purge Karoo Meerkat Kokemsos Pirates Lead Golem Leering Gargoyle Lion's Eye Diamond Locust Swarm Lure of Prey Malignant Growth Mana Prism	4.00 3.50 1.00 1.00 3.50 3.50 4.00 1.00 4.50 4.50
O•*	Abyssal Hunter Acidic Dogger Afryo Grove Afterlife Aleatory Amber Prison Amulet of Unmaking Ancestral Memories Ashen Powder Auspicious Ancestor Bod River Borthed Folioge		☆ ★ · · · · · · · · · · · · · · · · · ·	Jaban's Influence Jungle Potrol Jungle Potrol Jungle Froll Kaervek's Hex Kaervek's Purge Karon Meerkart Kukemssa Pirotes Lead Golem Leading Gargoyle Lion's Eye Diamond Locust Swarm Lure of Ptey Malignant Growth Mangan's Blessing	4.00 3.50 1.00 1.00 1.00 3.50 3.50 4.00 1.00 4.50 4.50 1.50
O•*	Abyssal Hunter Acidic Dagger Afryo Grove Afterifie Aleatory Amber Prison Amuels of Ummaking Ancestral Memories Asmin, Holy Avenger Auspicious Ancestra Bad River Barbed Folioge Barbed-Back Wurm		☆★ · · · · · · · · · · · · · · · · · · ·	Jaban's Influence Jungle Pottol Jungle Pottol Jungle Pottol Jungle Troll Koervek's Hex Koervek's Purge Karoo Meerkat Koervek's Protes Lead Golem Leering Gargoyle Lion's Eye Diamond Locust Swarm Lure of Prey Malignant Growth Mana Prism Managara's Blessing Mangara's Eguity Managara's Turne	4.00 3.50 1.00 1.00 1.00 3.50 1.00 3.50 4.00 1.00 4.50 4.50 1.50
O•*	Abyssal Hunter Acidic Dagger Afrya Grove Afterlife Aleatory Amber Prison Amulet of Ummaking Ancestral Memories Achen Powder Auspicious Ancestor Bod River Borbed Foliage Borbed-Bock Wurm Barreling Attock		★	Jaban's Influence Jungle Potrol Jungle Potrol Jungle Froll Kaervek's Hex Kaervek's Purge Karon Meerkart Kukemssa Pirotes Lead Golem Leading Gargoyle Lion's Eye Diamond Locust Swarm Lure of Ptey Malignant Growth Mangan's Blessing	4.00 3.50 1.00 1.00 1.00 3.50 1.00 3.50 4.00 1.00 4.50 4.50 1.50
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Precious, The Plakelmen Quiet Lands Ren the Unclean Robic the Raven Rogrog Socrifice of Form Secret Entrance Shedow (xx) Shedo	R R R R R R R R R R R R R R R R R R R	8.00 5.00 1.50 1.50 5.50 5.50 5.50 6.50 7.50 7.50 7.50 7.50 7.50 7.50 1.50 6.00 6.00 6.00 6.00 6.00 6.00 6.00 6
Precious, The Proke-Imen Quick Dearm Quick Dands Ren the Unclean Rocir the Raven Rogrog Scarlife of Form Secret Entrance Shadowfax Shebob Shelob's Lair Siege Silent Watcher Smaug Thief Thorin II Tom (Tuma) Torque of Hues Traitor True Fan Uvatha the Horseman Vale of Erech Vilya Will of Souron, The Will of the Ring, The Wizard's Fine Wizard's Fine Wizard's Fine Wizard's Fine Wizard's Fine Wizard's Forme Wizard's Forme Wizard's Forme Wizard's Fine Wizard's Fine Wizard's Forme Wizard's Forme Wizard's Forme Wizard's Forme Wizard's Free Mizard's Forme Wizard's Free Mizard's Forme Wizard's Forme Wizard's Free Mizard's Forme Wizard's Free Mizard's Forme Wizard's For	RRUUURRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR	8.00 5.00 1.50 1.50 1.50 5.50 5.50 5.50 7.00 7.50 7.50 7.50 7
Precious, The Proke-Imen Quiet Lands Ren the Unclean Robic the Rowen Rogrog Sourifice of Form Secret Entrance Shedow/dxx Shebob Shelob's Lair Shedow Shelob's Lair Shelob'	R R U U R R R R R R R R R R R R R R R R	8.00 5.00 1.50 1.50 1.50 5.50 5.50 5.50 7.00 7.50 7.50 7.50 7
Precious, The Proke-Imen Quick Dearm Quick Dands Ren the Unclean Rocir the Raven Rogrog Scarlife of Form Secret Entrance Shadowfax Shebob Shelob's Lair Siege Silent Watcher Smaug Thief Thorin II Tom (Tuma) Torque of Hues Traitor True Fan Uvatha the Horseman Vale of Erech Vilya Will of Souron, The Will of the Ring, The Wizard's Fine Wizard's Fine Wizard's Fine Wizard's Fine Wizard's Fine Wizard's Forme Wizard's Forme Wizard's Forme Wizard's Fine Wizard's Fine Wizard's Forme Wizard's Forme Wizard's Forme Wizard's Forme Wizard's Free Mizard's Forme Wizard's Free Mizard's Forme Wizard's Forme Wizard's Free Mizard's Forme Wizard's Free Mizard's Forme Wizard's For	R R U U R R R R R R R R R R R R R R R R	8.00 5.00 1.50 1.50 8.50 8.50 6.50 7.50 7.50 7.50 7.50 7.50 7.50 7.50 7

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Starter Bax (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards	80.00 2.75 80.00 15
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons	80.00 2.75 80.00 15
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons	80.00 2.75 80.00 15
Storter Box (12 decks) Booster Pack (15 ands). Booster Box (36 packs) Unlisted Common cords Unlisted Common Personnel cords Unlisted Uncommons	80.00 2.75 80.00 15 50
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Unrommon's Cards are white-bordered. Mihert Finstein	80.00 2.75 80.00
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Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alfalor Jarok Alber Gronnie	80.00 2.75 80.00 15 50 75 R 5.50 R 4.50 R 4.00
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alfalor Jarok Alber Gronnie	80.00 2.75 80.00 15 50 75 R 5.50 R 4.50 R 4.00
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Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common Personnel cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein. Aldour Jarok Allen Grougie Alyanno Nechayev Ancient Computer Anti-Time Anomoly Armus—Skin of Evil Ausen Directorer	80.00 2.75 80.00
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alladar Jarok Allen Groupie Alyanno Nechayev Ancient Computer Anni-Time Anomaly Armus—Skin of Evil Avert Disaster B*Chor Borchay's Protoolosmic Disease	80.00 2.75 80.00 .15 .50 .75 R .5.50 R .4.50 R .5.00 R .3.50 R .3.50 R .3.50 R .5.00 R .5.00 R .5.00
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common Cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein. Albert Einstein. Alladar Jarok Alen Grougie Alyanna Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclay's Protoplasmic Disease Bestozaid Giff Box	80.00 2.75 80.00 15.50 5.00 8.4.50 8.8.4.50 8.8.4.50 8.8.3.50 8.9.3.50 8.9.
Shorter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alidan Jarok Allen Grougie Alyanno Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclay's Protoplasmic Disease Belatzoid Giff Box Beverly Crusher	80.00 2.7575 80.00 15 500 775 R 5.50 R 4.00 R 5.00 R 3.50 R 4.00 R 5.00 R 4.00 R 5.00 R 6.550
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Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alidon Jarok Allen Grougie Alynama Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disoster B'Etor Borclay's Protoplasmic Disease Betazoid Giff Box Beveely Crusher Borg Ship Bynass Weapon Enhancement Crosis	80.00 2.7575 80.00 15 50 775 R 5.50 R 4.00 R 5.00 R 3.50 R 5.00 R 8.50 R 6.50 R 8.50 R
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Starter Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Allodar Jarok Allen Groupie Alyanno Nechayev Ancient Computer Anni-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclay's Protoplasmic Disease Betazoid Giff Box Beverely Crusher Borg Ship Byrans Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherions Data	80.00 2.75 80.00 1.55 50 7.5 R 5.50 R 4.50 R 5.00 R 6.50 R 6.50 R 6.50 R 7.50
Starter Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alidan Jarok Alen Grougie Alyanna Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclay's Protoplasmic Disease Bestazoid offi Box Berearly Crusher Borg Ship Bymas Weapon Enhancement Crosis Crystalline Entity Cultural Observation Unto	80.00 2.7575 R 5.500 R 4.500 R 5.000 R 5.000 R 5.000 R 5.000 R 5.000 R 6.500 R 6.500 R 6.500 R 7.500
Starter Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alidan Jarok Allen Grougie Alyanno Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclay's Protoplasmic Disease Bestazoid Giff Box Bereaty Crusher Borg Ship Bymas Weapon Enhancement Crosis Crystalline Entity Cultural Observation Unto	80.00 2.75 80.00 15 50 75 R 5.50 R 4.50 R 5.00 R 5.00 R 5.00 R 5.00 R 5.00 R 5.00 R 6.50 R 6.50 R 6.50 R 7.50
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Allodar Jarok Allen Groupie Alyanna Nechayev Ancient Computer Anni-Time Anomaly Armus—Skin of Evil Avert Disaster B' Flor Borclay's Protoplasmic Disease Betazoid Gift Box Beverdy Crusher Borg Ship Bynars Weapon Enhancement Crosis Crystalline Entity Cultural Observation United Deanna Troi Deanna Troi Deanna Troi Devaros	80.00 2.75 80.00 1.5 80.00 1.5 50 75 R 5.50 R 4.50 R 5.00 R 5.00 R 5.00 R 5.00 R 6.50 R 6.50 R 6.50 R 7.50
Starter Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alidan Jarok Allen Grougie Alyanno Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclay's Protoplasmic Disease Bestazoid Giff Box Beerely Crusher Borg Ship Bymas Weapon Enhancement Crosis Crystalline Entity Cultural Observation Unto	80.00 2.7575 8 0.00 15 500 75 R 5.500 R 4.500 R 5.00 R 5.00 R 5.00 R 6.00 R 5.00 R 6.500 R 6.500 R 7.500
Starter Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alidor Jarok Alien Groupie Alyanno Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avent Disaster B'Etor Borclay's Protoplasmic Disease Betazoid Giff Box Bentacid Giff Box Bentacy Crupe Bynons Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherians Data Deanna Troi Devolt, The Devotas De Lach Rophys	80.00 27.50 80.00 15 50 75 R 5.50 R 4.50 R 5.00 R 5.00 R 5.00 R 5.00 R 6.50 R 5.00 R 6.50 R 6.50 R 7.50 R 6.50 R 7.50
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Starter Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Unlisted Common cards Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alidor Jarok Alien Groupie Alyanno Nechayev Ancient Computer Anti-Time Anomoly Armus—Skin of Evil Avent Disaster B'Etor Borclay's Protoplasmic Disease Betazoid Giff Box Bertazoid Giff Box Bertazoid Giff Box Bertay Crusher Borg Ship Bynors Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherions Data Deanna Troi Devolt, The Devotas Dr. Leaf Brahms Duros Vivolate Ierroforming Evolace Ricks (Juster	80.00 27.5 80.00 15 50 75 8 5.50 8 4.50 8 5.00 8 8 4.50 8 5.00 8 6 5.00 8 7 5.00 8 7 6.50 8 7 7 5 8 7 7 5
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Allodar Jarok Allen Groupie Alyanno Nechayev Ancient Computer Anni-Time Anomaly Armus—Skin of Evil Avert Disaster B*Ctor Borclay's Protoplasmic Disease Betazoid Gift Box Beverby Crusher Borg Ship Byrnas Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherions Data Devoras Dr. La Forge Dr. Leah Brothms Dures Evalore Black Cluster Evalore Black Cluster Evalore Borg Ship Dures Evalore Black Cluster Evalore Brothers Evalore Black Cluster Evalore Brothers Evalore Eval	80.00 2.75 80.00 1.5 80.00 1.5 80.00 1.5 80.00 8
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Allodar Jarok Allen Groupie Alyanno Nechayev Ancient Computer Anni-Time Anomaly Armus—Skin of Evil Avert Disaster B*Ctor Borclay's Protoplasmic Disease Betazoid Gift Box Beverby Crusher Borg Ship Byrnas Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherions Data Devoras Dr. La Forge Dr. Leah Brothms Dures Evalore Black Cluster Evalore Black Cluster Evalore Borg Ship Dures Evalore Black Cluster Evalore Brothers Evalore Black Cluster Evalore Brothers Evalore Eval	80.00 2.75 80.00 1.5 80.00 1.5 80.00 1.5 80.00 8
Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Allodar Jarok Allen Groupie Alyanno Nechayev Ancient Computer Anni-Time Anomaly Armus—Skin of Evil Avert Disaster B*Ctor Borclay's Protoplasmic Disease Betazoid Gift Box Beverby Crusher Borg Ship Byrnas Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherions Data Devoras Dr. La Forge Dr. Leah Brothms Dures Evalore Black Cluster Evalore Black Cluster Evalore Borg Ship Dures Evalore Black Cluster Evalore Brothers Evalore Black Cluster Evalore Brothers Evalore Eval	80.00 2.75 80.00 1.5 80.00 1.5 80.00 1.5 80.00 8
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Starter Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Aldor Jarok Alien Groupie Alyanna Nechayev Ancient Computer Anti-Time Anomoly Armus—Skin of Evil Avent Disaster B'Etor Bortoly's Protoplasmic Disease Betazoid Gift Box Beredy Crusher Boog Ship Bynars Weapon Enhancement Crosis Crystolline Entity Cultural Observation Cytherians Data Deanna Troi Devil, The Devotras Dr. La Forge Dr. La Forge Dr. La Forge Unclose Black Cluster Explore Dispos Sphere Explore Typhone Expanse Extraction Geord in Forge Explore Flyphone Expanse Extraction Geord in Forge Geord in Forge Geord in Forge	80.00 80.00 15 80.00 15 50 75 R 5.50 R 4.50 R 5.00 R 5.00 R 5.00 R 6.50 R 6.50 R 7.50
Starter Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Alidon Jarok Allen Grougie Alyanno Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclay's Protoplasmic Disease Bestazoid Giff Box Beeredy Crusher Borg Ship Bynas Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherians Data Deanna Troi Deanna Troi Devolt, The Devoras Dr. La Forge Dr. La Forge Dr. La Forge Evaluate Terraforming Evalore Typhone Expanse Extraction Gooddess of Empanse Extraction	80.00 2.75 80.00 2.75 80.00 15 50.00 775 R 5.50 R 4.50 R 5.00 R 6.50 R 6.50 R 7.50 R
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Tatooine (dark side) C Tatooine (light side) C Tatooine (light side) C Tatooine (light side) C Tatooine (light side) C Tatooine: Cantino R Tatooine: Cantino R Tatooine: Cantino R Tatooine: Cantino R Tatooine: Dacking Bay 94 (light side) C Tatooine: Docking Bay 94 (light side) C Tatooine: Dawa Camp (dark side) C Tatooine: Jowa Camp (light side) C Tatooine: Jowa Camp (light side) C Tatooine: Lars' Moisture Farm (dark) U Tatooine: Lars' Moisture Farm (light) C Tatooine: Lars' Moisture Farm (light) C Tatooine: Mos Eisley (light side) C Tatooine: Mos Eisley (light side) C Tatooine: Mos Eisley (light side) C Tatooine: Obi-Won's Hut R Honke Hooker R His is All Your Foult U Tatooine: Mos Eisley (light side) C Timer Mine (light side) C Tonnika Sisters R Traffic Control U Triooper Charge U Turboloser Battery R Lusken Breath Mask U Tusken Reaider C Tusken Scavengers C C Tusken Scavengers C C Tusken Scavengers C C Worn'o's Courage R Wder's Lightsaber R R Vader's Eye R Vader's Lightsaber R R We're Doomed C C WED-9-All Bantha Droid R WED-16-1662 Treadwell Drd. Wrong Turn U U Wrong Turn U U	3.500 3.500 100 100 100 100 100 100 100 100 100
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Yavin 4: Docking Bay (dark side) . C. Yavin 4: Docking Bay (light side) . C. Yavin 4: Jungle (dark side) . U. Yavin 4: Jungle (light side) . U. Yavin 4: Massasi War Rm R. Yavin 4: Massasi War Rm Q. Yavin 4: Massasi War Rm U. Yavin 5-mty U. Yavin 6-mty U. Yavin 6-mty.	50 50 6.50 1.00 1.00 1.00 1.00 6.00
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TOP 10 HOTTEST CARDS 3) Meditate Leeping up seven spots this month, Meditation comes back with a vengeance... er—better spiritual understanding. We hear the Meditation mage has been studying under the Ancestral Recall mage but is just taking a lat longer to get things accomplished.

	bansnee	115	.13
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*	Rakalite	1.5
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*	Revelation	
	Rubinia Soulsinger	5.0
*	Safe Haven	
*	Sentinel	
*	Serpent Generator	
)	Shield Wall	
•	Shimian Night Stalker	
ě.	Sivitri Scarzam	
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÷	Stangg	3.0
9	Storm Seeker	2.9
	Takklemaggot	
*	Teleport	
	Tobias Andrion	
8	Tormod's Crypt	
*	Triossic Egg	
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	Urza's Power Plant (four versions)	
	Urza's Tower (four versions)	
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*	Voodoo Doll	2.0
	Wall of Opposition	1.0
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Con ★ ★ ★ ○ ● ★	Abyssol Hunter	O ☆ ★ • • • • • • • • • • • • • • • • • •	Jaban's Influence Jungle Potrol Jungle Protol Jungle Froil Koervek's Hex Koervek's Purge Koron Merikat Kukemsso Pirates Lead Golem Leering Gorgoyle	431113333	.00 .00 .00 .00 .50 .50
Con * * * * O * * * *	Abyssol Hunter 5.50	* * * * * * * * * * * * * * * * * * * *	Jaban's Influence Jungle Potrol Jungle Proll Koervek's Hex Koervek's Purge Koroo Meerkat Kukemsso Pirates Lead Golem Leering Gargoyle Joan's Eye Biamand	43111334	.00 .00 .00 .00 .50 .50
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Con * * * * O * * * *	Abyssol Hunter	***************************************	Jabon's Influence Jungle Potrol Jungle Protol Jungle Troll Koervek's Hex Koervek's Purge Koroo Meerkat Kokemso Pirates Lead Golem Leening Gargoyle Jon's Eye Diamond Locust Swarm Lure of Prey	4. 3. 11. 11. 13. 3. 3. 4.	.00 .00 .00 .00 .50 .00 .50
(on * * * O • * * * *	Abyssol Hunter 5.50	***************************************	Jabon's Influence Jungle Potrol Jungle Proll Koervek's Hex Koervek's Purge Koroo Meerkat Kukemsso Protes Lead Golem Leering Gorgoyle Lion's Eye Diamond Locust Swarm	4. 3. 1. 1. 3. 3. 4. 4. 4.	.00 .00 .00 .00 .50 .00 .50
(on ***********	Abyssol Hunter 5.50 Acidic Dogger 3.00 Afrya Grove 3.50 Afterlife 2.00 Alterlife 2.00 Alleatory 1.00 Amber Prison 5.50 Amulet of Ummaking 3.75 Amulet of Ummaking 3.75 Amulet of Ummaking 3.75 Amulet of Ummaking 4.00 Asmira, Holy Avenger 4.00 Asmira, Holy Avenger 4.00 Bod River 1.00 Bod River 1.00 Bod River 1.00	***************************************	Jabon's Influence Jungle Potrol Jungle Protrol Jungle Protrol Koervek's Hex Koervek's Purge Koroo Meerkat Kukemsso Protres Lead Golem Leering Gargoyle Jun's Eye Diamond Locust Sye Diamond Locust Tyey Malignant Growth Mana Prism	4 3 1 1 3 3 3 4 4	.00 .00 .00 .00 .50 .50 .50 .50
(on ***********	Abyssol Hunter 5.50	***************************************	Jaban's Influence Jungle Potrol Jungle Potrol Jungle Proll Koervek's Hex Koervek's Purge Koroo Meerkat Kukemsso Pirates Lead Golem Leading Grapoyle Joan's Eye Diamond Locust Swarm Lare of Prey Malignant Growth Mana Pissn Managan's Blessing	4 3 1 1 3 3 4 4	.00 .00 .00 .00 .00 .50 .50 .50 .50
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Con ★ ★ ★ ○ ◎ ★ ★ ★ · ☆ ◎ ◎ ● ★ ◎ ★ · ● ● ○ ★ ★ ★ ☆ ◎ ★ ◎ ◎ ● ★ ◎ ● ●	Abyssol Hunter 5.50 Acidic Dogger 3.00 Afryo Grove 3.50 Africe Grove 3.50 Afrestife 2.00 Aleotory 1.00 Amber Prison 5.50 Amber Prison 5.50 Amber Prison 5.50 Amber Prison 6.50 Ashen Powder 4.00 Ashen Powder 4.00 Ashen Powder 4.00 Ashen Powder 4.00 Borbed Foliog 2.50 Borbed Foliog 2.50 Borbed Foliog 2.50 Borbed Foliog 2.50 Borbed Foliog 5.50 Borbed Foliog 5.50 Borbed Foliog 7.50 Borbed Foliog		Jaban's Influence Jungle Potrol Jungle Potrol Jungle Potrol Jungle Protrol Jungle	4 3 3 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	.00
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*	Psychic Transfer	.5.5
٠	Purgatory	.4.0
*	Purraj of Urborg	.4.0
	Radiant Essence	1.0
ò	Rashida Scalebane	50
	Ravenous Vampire	1.0
*	Razor Pendulum	
*	Reckless Embermage	
-	Reflect Damage	
	Reign of Chaos	
•	Reign of Terror	
ī	Reparations	
ī	Rock Basilisk	
	Rocky Tar Pit	1.0



TOP 10 HOTTEST CARDS 2) Dual Lands

Two colors in one land. That's like Reese's

Peanut Butter Cups, Doublemint Gum, Cracker Jacks and prizes, Oreos, peanut butter and jelly sandwiches, Clamato juice... okay, we're getting out of hand here. Let's move on to number one. Sawback Manticore Shadowbane 1.00 Shallow Grave 5.00 Shouku's Minion 1.00 Shouku, Endbringer 4.00 Shimmer 5.50 Sides laber 5.50 Sidar Jabari4.00 Sirocco Sky Diamond .1.00 Soul Echo4.50 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 | 300 Sunweb 4.00 Superior Numbers 1.00 Sug'Ata Firewalker 1.00 Tainted Specter 4.00 Teferi's Imp Teferi's Isle Telim'Tor Telim'Tor's Darts Telim'Tor's Edict..... Viktabi Wildcarts 4,50 Unerring Sling 1,00 Unfulfilled Desires 5,00 Unseen Walker 1,00 . ■ Unyaro Bee Sting 1.00 Unyaro Griffin 1.00 ■ Vaporous Djinn 1.00 ■ Vaporous Djinn 4.00 * Ventifiect Bottle .4.00 O Vigilant Mortyr .1.00 1.00 9.00 2.00 .5.00 Warping Wurm

..... 1.00

Wave Elemental

•	Withering Boon	1.00
•	Worldly Tutor	1.50
位	Yore	3.50
0	7halfirin Commander	1.00
*	Zebra Unicorn Zhalfirin Commander Zirilan of the Claw	5.00
•	Zombie Mob	. 1.00
☆	Zuberi, Golden Feather	5.00
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	SIONS T	
	ZARDS OF THE COAST- 1997	75.00
Roc	Set (167 cards)1 Inster Pack (15 cards)	2.50
Boo	oster Box (36 packs)	80.00
Cor	nmons	10
_	No. Dine	4 00
*	Aku Djinn	6.00
☆	Archangel	7.00
•	Army Ants Blanket of Night Bogardan Phoenix Brass-Talon Chimera	1.00
•	Blanket of Night	3.50
***	Brass-Talon Chimera	50
*	Breathstealer's Crypt	5.00
	Brood of Cockroaches	. 1.00
* *	City of Solitude	10.00
	City of Solitude	75
	Corrosion	.3.00
-	Creeping Mold	. 1.00
*	Desertion	.8.00
	Desolation	75
*	Diamond Kaleidoscope	3.50
0	Dragon Mask	
	Dream Tides	75
	Elephant Grass	1.50
*	Equipoise	5.00
	Everalades	75
京	Eye of Singularity	.4.50
I	Ferneref Enchantress Firestorm Hellkite	
*	Flooded Shoreline Forbidden Ritual	.4.00
* *		
	Foreshodow	75
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	Guiding Spirit Heat Wave	.4.00
0	Helm of Awakening	75
0	Honoroble Possone	1.00
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	Kyscu Drake	75
*	Lichenthrope	.3.00
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0 0	Magma Mine	. 3.00
ō	Maptop Golem	. 1.50
	Mob Mentality	75
	Mundungu	6.00
	Necromancy	. 1.00
*	Necrosavant	
-	Nekratoal	
	Ovinomancer	. 1.00
0	Peace Talks	. 1.00
*	Phyrexian Marauder	4.00
-	Pillar Tombs of Aku	.3.00
	Pygmy Hippo	.4.50
O • • * • * • * • O * * • • *	Quicksand	. 1.00
*	Rainbow Efreet	.6.00
*	Relentless Assault	10.00
0	Relic Word	4.00

Wellspring 5.50
Wildfire Emissory 1.00

Windreaper Falcon1.00

Righteous War4.00



	Control of the contro	
	6	-
•	Simoon	
	Snake Basket	
•	Spitting Drake	
*	Squandered Resources	5.0
	Stampeding Wildebeests	1.0
÷	Suleiman's Legacy	4.0
	Summer Bloom	1.2
•	Suq-Ata Assassin	7
ā	Talruum Piper	7
5	Teferi's Honor Guard	7
-	Teferi's Puzzle Box	5.5
1	Teferi's Realm	40
	Tempest Drake	
	Three Wishes	5.0
	Time and Tide	
	Tin-Wing Chimera	
	Tithe	
k		
9	Uktabi Orangutan	
*		7.0
*	Vampiric Tutor	12.0
•	Vampirism	
	Viashino Sandstalker	1.5
ī	Viashivan Dragon	9.7
*	Wand of Denial	7.0
	Waterspout Djinn	
-	Wind Shear	
0	Zhalfirin Crusader	5.0
946.	Endmin Crossed	

众	Zhalfirin Crusader	5.0
w	EATHERLIGHT 🕰	
WI	IZARDS OF THE COAST, 1997	
Full	Set (167 conds)	180 0
Roc	oster Pack (15 cards)	3.0
Boo	oster Box (36 packs)	90.0
Cor	mmons	1
COI		
	Abduction	1.0
4	Ahevance	5.0
*	Aboroth	6.5
	Agonizing Memories Alabaster Dragon Ancestral Knowledge Arctic Wolves Aminion Find	1.0
·	Alabaster Dragon	7.5
*	Ancestral Knowledge	7.0
	Arctic Wolves	1.0
	Argivian Restoration Aura of Silence	1.0
0	Aura of Silence	1.0
*	Avizon	4.5
	Barishi	1.0
*	Bone Dancer	4.0
*	Bosium Strip	7.0
*	Bubble Matrix	6.0
	Buried Alive	1.0
*	Call of the Wild	5.0
0	Chimeric Sphere	1.0
	Chimeric Sphere	1.0
•	Circling Vultures	1.0
•	Cloud Djinn	1.2
	Cone of Flome	1.0
de	Debt of Lovolty	50
*	Dense Foligge	6.0
	Derse Foliage Desperate Gambit	1.0
0	Dingus Staff	1.5
*	Doomsday	7.0
	Downdraft	1.0
*	Dwarven Thaumaturaist	4.0
*	Ertoi's Familiar	
	Follow Wurm	1.0
	Fallow Wurm Familiar Ground	1.0
+	Fervor	7.0
	Festering Fuil	1.0
-	Firestorm Forrysian Brigade Fungus Elemental Gaea's Blessing	7.5
ô	Forivsian Brigade	1.0
+	Fungus Flemental	5.5
	Gnen's Blessinn	2.5
*	Gallowbraid	5.0
	Gernstone Mine	3.0
0	Gerrard's Wisdom	1.0
+	Goblin Bomb	6.0
-	Goblin Grenadiers	1.0
-	Heart of Bogardan	6.0
7	Heat Stroke	5.0
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女	Inner Sanctum5.00
0	Jabari's Banner
	Lava Hounds 1.00
*	Liege of the Hollows
	Ugnowar Behemoth 1 00
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*	Mistmoon Griffin 1.00 Morinfen 5.00
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·	Southern Polodin
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	Straw Golem 1.00 Sylvan Hierophant 1.00 Tariff 5.00
· · · · · · · · · · · · · · · · · · ·	Sylvan Hierophant1.00
京	Tariff5.00
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0	Thran Forge1.00
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*	Urborg Stolker 4,00 Veteron Explorer 1,00 Vodalian Illusionist 2,00 Volunteer Reserves 1,50
	Veteran Explorer
•	Vodalian Illusionist
0	Volunteer Reserves
*	Wave of Terror
*	Well of Knowledge6.00
*	Winding Canyon
*	Xanthic Statue5.00
-	
TE	MPEST 🗢
w	ZARDS OF THE COAST- 1997
Fall	Set (335 cards)
: Ull	201 1002 10103/

Winding Canyon)
TEMPEST))))
▶ Abondon Hope 1.50 ☐ Advance Scout 15 ■ Affershock 15 ► Altar of Dementia 6.00	
► Aluren)
2 Anoint 15 ■ Apes of Roth 1.25 ► Apocalypse 7.00 > Armor Sliver 1.25	1
1 Armored Pegasus 15 ≥ Aurotog 4,000 ≥ Avenging Angel 5,000 Barbed Sliver 1,500	1
Boyou Drogonfly 15)
Bool Booky Trap 10,000)
Broken Fall 15 Coldera Lake 5.00 Concept Spider 15 Canyon Drake 3.25)

_	s until -	10
	Canyon Wildcat	.15
	Capsize	.15
*	Carrionette	4.00
*	Chaotic Goo	3.75
	Charging Rhino	1.50
	Chill	2.00
	Choke	
	Cinder Marsh	1.25
ō	Cinder Marsh	15
$\bar{\mathbf{n}}$	Circle of Protection: Blue	15
n	Circle of Protection: Green	15
n	Circle of Protection: Red	15
ŏ.	Circle of Protection: Shadow	15
ň	Circle of Protection: White	15
5	Clergy en-Vec	15
=	Clot Sliver	15
5	Claudeburge Fools	15
2	Cloudchaser Eagle	15
-	Coercion	.13
*	Coffin Queen	0.00
	Coiled Tinviper	.15
*		4.00
	Commander Greven il-Vec	
*	Corpse Dance	5.00
-	Counterspell	.15
*	Crazed Armodon	4.00
	Crown of Flames	.15
Ħ.	Cursed Scroll	6.00
	Dark Banishing	.15
	Dark Ritual	.15
	Darkling Stalker	
	Dauthi Embrace	2.00
	Dauthi Ghoul	1.50
	Dauthi Horror	
-77		0000
	Time Warp	
	Time Warp	7



TOP 10 **HOTTEST** CARDS 1) Time Warp A bend or fluctuation in space which distorts the indefinite continuous duration in which events succeed one another. A science-fiction hypothesis which allows travel to... Oh, Time Warp the Magic card. Uh, let's see... It's blue. Text save, you get an extra turn. That's proba-

	y good, right?	-111
	Dauthi Marauder	1
	Dauthi Mercenary	
•	Dauthi Mindripper	. 1.0
	Dauthi Slayer	1
k	Deodshot	.5.0
k	Death Pits of Rath	.6.5
ı	Diabolic Edict	1
ł	Dirtcowl Wurm	.7.0
)	Disenchant	1
þ	Dismiss	.1.2
	Disturbed Buriol	1
ŧ	Dracoplasm	.6.0
•	Dread of Night	. 2.0
ı	Dream Coche	1
t	Dregs of Sorrow	.5.0
ŀ	Duplicity	.5.0
ŀ	Earthcraft	.5.0
ŀ	Echo Chamber	.5.5
F	Eladamri, Lord of Leaves	.8.0
è	Eladamri's Vineyard	.8.0
	Elite Javelineer	
Ŀ	Flyen Warhounds	45
i	Elvish Furv	1
ŕ	Elvish Fury Emerald Medallion	.5.0
k	Emmessi Tome	.4.5
ı	Endless Scream	1
ŀ	Energizer	5.0
	Enfeeblement	
	Enroging Licid	
ı	Ertai's Meddling	3.7
	Escaped Shapeshifter	6.0
6	Essence Bottle	1.0
20'	Evincar's Justice	

EEN	RED WHITE	LAND
	(47)	
*	No Quarter	
	Needle Storm	1.50
*	Nature's Revolt	.6.00
-	Muscle Sliver Natural Spring	15
ā	Mounted Archers	15
*	Mongrel Pock	.4.50
•	Mogg Raider Mogg Squad	1.25
:	Mogg Hollows Mogg Raider	.1.25
•	Mogg Fanatic	15
0	Mogg Canon	75
	Mnemonic Sliver Mogg Canon	1.50
*	Minion of the Wastes Mim's Guile	.5.00
•	Metallic Sliver	1.25
*	Meditate	10.00
	Mawcor Maze of Shadows	1.50
0	Master Decoy	15
*	Marble Titan	
	Manta Riders	15
	Manakin	15
*	Magnetic Web Mana Severance	.5.00
*	Magmasaur	.4.50
	Lowland Giant	
H	Lotus Petal	1.00
*	Lightning Blast Lightning Elemental Living Death Lobotomy	3.00
-	Lightning Elemental	15
0	Links of Day	2.00
	Leoerdemain	.1.50
•	Leeching Licid	1.25
•	Krakilin	.3.00
0	Knight of Down Knight of Dusk	2.00
•	Kindle Knight of Down	15
*	Jinxed Idol	.6.00
*	Jet Medallion	.5.00
	Island	1.00
ō	Invulnerability	.1.00
*	Interdict	5.00
	Insight	1.25
	Humility	2.00
	Horned Turtle	15
	Hero's Resolve	1.50
*	Helm of Possession	.7.50
	Heartwood Giant	1.00
	Heartwood Dryad	15
	Heart Sliver	15
	Harrow Havoc	1.00
京	Manna's Custody	.4.25
*	Grindstone Hand to Hand	.8.00
	Glant Strength Goblin Bormbardment Gravedigger Grindstone	15
	Giant Strength	15
_	Ghost Town	15
Ŕ	Gaseous Form	.5.00
0	Gallantry	.1.00
	Fylamarid Gallentry	1.25
*	Fugitive Druid Furnace of Rath	8.00
-	Forest	15
*	Flowstone Wyvern	.4.50
*	Flowstone Sculpture	.5.00
	Flowstone Salamander	75
	Flowstone Giant	15
•	Florling Droke Flickering Word	1.00
	Firefly Fireslinger	15
	Fighting Drake	1.25
*	Fevered Convulsion Field of Souls	4.50
*	Extinction	4.00
	Excavator	1 25

● Hurloon Shaman 1.00
★ Infernal Tribute 6.00

	Opportunist	1.00	O Staunch Defenders .
立	Oracle en-Vec	5.00	 Steal Enchantment
财	Orim, Samite Healer	5.00	Stinging Licid
0	Orim's Prayer		Stone Rain
	Overrun	2.50	Storm Front
u	Pocifism		Stun
	Pallimud		Sudden Impact
*	Pearl Medallion	5.00	Swamp Tahngarth's Rage
会	Pegasus Refuge	6.00	☐ Talon Sliver
	Perish	1.00	Telethopter
	Phyrexian Grimoire	4.00	Tholokos Dreamsowe
	Phyrexian Hulk		 Thalakos Lowlands
	Phyrexian Splicer		Thalakas Merfolk
	Pincher Beetles		Tholakos Seer
	Pine Barrens		Tholakos Sentry
	Pit Imp		◆ Thumbscrews
	Power Sink		* Time Warp
Ξ	Precognition	5.25	Tooth and Claw
	Precognition Propaganda Puppet Strings Quickening Licid Rain of Tears	2.00	* Torture Chomber
0	Puppet Strings	2.00	* Tradewind Rider
0	Quickening Licid	1.25	Trained Armodon
•	Rain of Tears	2.00	 Tranquility
	Rampant Growth	15	 Trumpeting Armodon
	Ronger en-Vec	12.00	■ Twitch
*	Rathi Drogon	15	Vec Township
	Reality Anchor		★ Verdant Force
	Reanimate		Verdioris
	Reap	1.00	• Vhat il-Dal
•	Reckless Spite	1.25	Volrath's Curse
*	Recycle	6.00	■ Volrath's Curse ■ Wall of Diffusion
*	Reflecting Pool	12.00	Wasteland
	Renegade Warlord	1.25	Wasteland
0	Kepentance	2.00	Watchdog
	Respite		 Whim of Volrath Whispers of the Muse
	Rolling Thunder		
	Rootbreaker Wurm		Wild WurmWind Dancer
Н	Rootwalla		Wind Drake
-	Rootwater Depths	1.25	☆ Winds of Rath
	Rootwater Diver		■ Winged Sliver
	Rootwater Hunter	15	Winter's Grosp
*	Rootwater Matriarch	4.50	Winter's Grasp Wood Sage
*	Rootwater Shaman	3.75	O Worthy Cause
*			
	Socred Guide		PROMOTIONAL
	Sodistic Glee		1 Kemenen
☆ ★	Safeguard Salt Flats	5.60	* Arena
-	Sandstone Warrior		* Giant Bodger
*	Sapphire Medallion	5.00	* Mana Crypt
			* Nalathni Dragon
	Sarcomancy	4.00	
• *	Sarcomancy	4.00	★ Sewars of Estark
51.00	Sarcomancy Scabland Scalding Tongs		 ★ Sewars of Estark ★ Windseeker Centaur
*	Sarcomoncy Scobland Scolding Tongs Scorched Earth		 ★ Sewars of Estark ★ Windseeker Centaur
***	Sarcomoncy Scabland Scalding Tongs Scorched Earth Scragnoth	4.00 550 5.00 4.50 3.50	★ Sewars of Estark ★ Windseeker Centaur.
***	Sarcomancy Scabland Scalding Tongs Scorched Earth Scregnoth Screeching Harpy		Sewars of Estark Windseeker Centaur. FACTORY SETS M:76 Beta Factory Set (3)
***	Sarcomancy Scabland Scabland Scablang Tongs Scorched Earth Screeching Harpy Screel Rack		★ Sewars of Estark ★ Windseeker Centaur. FACTORY SETS M:76 Beta Factory Set (3 This set is known as the
***	Sarcomancy Scabland Scabland Scablang Tongs Scorched Earth Screeching Harpy Screel Rack		★ Sewars of Estark ★ Windseeker Centour. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with
***	Sarcomancy Scabland Scabland Scablang Tongs Scorched Earth Screeching Harpy Screel Rack		★ Sewars of Estark ★ Windseeker Centour. FACTORY SETS M-TG Beta Factory Set (3) This set is known as the have square borders without the words "Collect."
***	Sarcomancy Scabland Scalding Tongs Scorched Earth Scregnoth Screeching Harpy	4.00 5.50 5.00 4.50 3.50 	★ Sewars of Estark ★ Windseeker Centaur. FACTORY SETS M-16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collectletters. These cards are
* * * • • * • • • • *	Sarcomoncy Scobland Scolding Tongs Scorched Earth Screeching Horpy Scroll Rock See Monster Seekor of Skybeok Seeker of Skybeok Seeker of Skybeok Seegmented Wurm Seleinio, Dark Angel	4.00 5.50 5.00 4.50 3.50 7.5 7.00 15 1.00 15 1.25 6.00	★ Sewars of Estark ★ Windseeker Centour. FACTORY SETS M-TG Beta Factory Set (3) This set is known as the have square borders without the words "Collect."
****	Sarcomancy Scabland Scalding Tongs Scotched Earth Scregnorth Screeching Harpy Scroll Rock Sea Monster Seaning Touch Seeker of Skybreak Segmented Wurm Selenia, Dark Angel Serene Offening	4.00 5.50 5.00 4.50 3.50 7.5 7.00 15 1.00 15 1.25 6.00	★ Sewars of Estate ★ Windseeker Centour. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed.
****	Sarcomancy Scobland Scolding Tongs Scotched Earth Scragnoth Screeching Harpy Scroll Rock Sea Monster Searing Touch Seeker of Skybreak Segmented Wurm Seletini, Dark Angel Serene Offering Servort of Volorth	4 00 5.50 4.50 3.50 75 7.00 15 1.00 15 1.25 6.00 15	★ Sewars of Estatic ★ Windseeker Centour. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the harve square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International F
****	Sarcomancy Scobland Scolding Tongs Scotched Earth Scragnoth Screeching Harpy Scroll Rock Sea Monster Searing Touch Seeker of Skybreak Segmented Wurm Seletini, Dark Angel Serene Offering Servort of Volorth	4 00 5.50 4.50 3.50 75 7.00 15 1.00 15 1.25 6.00 15	★ Sewars of Estate ★ Windseeker Centour. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International 6 Known as the "International 6
****	Sarcomancy Scabland Scalding Tongs Scotched Earth Scregnoth Screeching Harpy Scroll Rock Sea Monster Searing Touch Seeker of Skybreak Segmented Wurm Selenia, Dank Angel Serene Offering Servant of Voloth Shadow Rift Shadow	4.00 5.00 4.50 3.50 7.75 1.00 1.15 1.25 6.00 1.25 1.15 1.50	★ Sewars of Estank ★ Windseeker Centour. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the harve square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International F Known as the "Internation is the same as above ex
****	Sarcomancy Scabland Scalding Tongs Scotched Earth Scragnoth Screeching Harpy Scroll Rock Sea Monster Searing Touch Seeker of Skybreak Segmented Wurm Selenia, Dark Angel Serene Offering Serenot of Volrath Shadow Rift Shadow Rift Shadter Shatter	4.00 5.50 4.50 3.50 7.5 7.00 1.5 1.00 6.00 6.00 1.25 1.25 1.50 1.50	★ Sewars of Estatic ★ Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International F Known as the "International Collector "International Collector"
****	Sarcomoncy Scobland Scolding Tongs Scotched Earth Screeching Harpy Scroll Rock See Monster See Monster Seeining Touch Seeker of Skybeek Seegmented Wurm Seleini, Dank Angel Servant of Volrath Shadow Kift Shadowstorm Shimmering Wings	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.25 6.00 1.25 1.5 1.5 1.5 1.5 1.5	★ Sewars of Estank ★ Windseeker Centour. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the harve square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International F Known as the "Internation is the same as above ex
****	Sarcomancy Scabland Scalding Tongs Scatched Earth Scragnoth Scragnoth Screecting Harpy Scroll Rock Sea Monster Searing Touch Seeker of Skybreak Segmented Wurm Selenia, Dark Angel Serene Offering, Servant of Volrath Shadow Kift Shadow Kift Shintmering Wings Shintmering Wings Shocker Sky Spirit	4.00 5.50 4.50 3.50 7.50 7.00 1.5 1.00 1.25 6.00 1.25 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.	★ Sewars of Estank ★ Windseeker Centour. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the harve square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International F. Known as the "International follectors are also not fournamen.
****	Sarcomoncy Scobland Scolding Tongs Scotched Earth Scragnoth Screeching Harpy Scroll Rock See Monster Seening Touch Seeker of Skybreok Seegmented Wurm Selenio, Dark Angel Serone Offering Seront of Volcath Shadow Rift Shadow Rift Shadow Strin Shatter Shimmering Wings Shacker Sky Spilit	4.00 5.50 5.00 4.50 75 7.00 15 1.25 1.25 1.25 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.	★ Sewars of Estatik ★ Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International F Known as the "International Collector same as shown as the "International Collector are also not tournamen M:16 Pro Tour Collector S
	Sarcomoncy Scobland Scolding Tongs Scotched Earth Scragnoth Screeching Harpy Scroll Rock See Monster Seening Touch Seeker of Skybreok Seegmented Wurm Selenio, Dark Angel Serone Offering Seront of Volcath Shadow Rift Shadow Rift Shadow Strin Shatter Shimmering Wings Shacker Sky Spilit	4.00 5.50 5.00 4.50 75 7.00 15 1.25 1.25 1.25 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.	★ Sewars of Estank ★ Windseeker Centour. FACTORY SETS M:TG Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:TG Beta International Collectors "International Collectors are also not tournament M:TG Pro Tour Collector SThis set contains the eight set of the contains the eight
	Sarcomancy Scabland Scalding Tongs Scatched Earth Scragnoth Screeching Harpy Scroll Rock Sea Monster Seaning Touch Seeker of Skybreak Segmented Wurm Selenia, Dark Angel Serena Offening Servant of Voltath Shadow Rift Shadows Rift Shimmering Wings Shacker Sky Spirit Skyshroud Confor Skyshroud Confor Skyshroud Elf Skyshroud Elf Skyshroud Forest	4.00 5.50 4.50 3.50 75 7.00 15 1.25 1.25 1.25 1.50 1.50 1.50 2.00 1.00 1.25	★ Sewars of Estank ★ Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International Factory as the "Internation of Collectors are also not tournomen M:16 Pro Tour Collectors This set contains the eight ournament in a special bournament in a special beta special set.
	Sarcomoncy Scobland Scolding Tongs Scotched Earth Screeching Hotry Scroll Rock See Monster Seening Touch Seeker of Skybreak Seegmented Wurm Seleini, Dank Angel Servent of Volrath Shadow Kift Shadowstorm Shatter Shimmering Wings Shocker Sky Spirit Skyshroud Elf Skyshroud Forest Skyshroud Forest Skyshroud Forest Skyshroud Forest Skyshroud Forest	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.25 6.00 1.25 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.	★ Sewars of Estank ★ Windseeker Centour. FACTORY SETS M:TG Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:TG Beta International Collectors "International Collectors are also not tournament M:TG Pro Tour Collector SThis set contains the eight set of the contains the eight
	Sarcomoncy Scobland Scolding Tongs Scotched Earth Screeching Hotry Scroll Rock See Monster Seening Touch Seeker of Skybreak Seegmented Wurm Seleini, Dank Angel Servent of Volrath Shadow Kift Shadowstorm Shatter Shimmering Wings Shocker Sky Spirit Skyshroud Elf Skyshroud Forest Skyshroud Forest Skyshroud Forest Skyshroud Forest Skyshroud Forest	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.25 6.00 1.25 1.5 1.5 1.5 1.5 1.5 1.5 1.5 1.	★ Sewars of Estank ★ Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International Factory as the "Internation of Collectors are also not tournomen M:16 Pro Tour Collectors This set contains the eight ournament in a special bournament in a special beta special set.
	Sarcomancy Scabland Scalding Tongs Scatched Earth Scragnorth Screeching Harpy Scroll Rock Sea Monster Searing Touch Seeker of Skybreak Segmented Wurm Selenia, David Angel Serene Offering Serenar of Voloth Shadow Rift Shadow Rift Shadow Serene Sky Spirit Skysthroud Condor Skysthroud Condor Skysthroud Forest Skysthroud Forest Skysthroud Ranger Skysthroud Ranger Skysthroud Forest Skysthroud Troll Skysthroud Wompire	4.00 5.50 5.00 4.50 3.50 75 7.00 1.5 1.00 1.5 1.25 1.25 1.50 1.50 1.50 1.00 1.00 1.00 1.00 1.0	★ Sewars of Estank ★ Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International Factory as the "Internation of Collectors are also not tournomen M:16 Pro Tour Collectors This set contains the eight ournament in a special bournament in a special beta special set.
********	Sarcomoncy Scobland Scolding Tongs Scotched Earth Screeching Hotry Scroll Rock See Monster See Monster Seening Touch Seeker of Skybreak Seegmented Wurm Seleini, Dank Angel Servent of Volrath Shadow Kift Shadow Storm Shintmering Wings Shocker Sky Spirit Skyshroud Elf Skyshroud Forest Skyshroud Forest Skyshroud Forest Skyshroud Ronger Skyshroud Wangie	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.25 1.25 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.5	★ Sewars of Estank ★ Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International Factory as the "Internation of Collectors are also not tournomen M:16 Pro Tour Collectors This set contains the eight ournament in a special bournament in a special beta special set.
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	Sarcomancy Scabland Scalding Tongs Scatched Earth Scragnorth Screeching Harpy Scroll Rock Sea Monster Searing Touch Seeker of Skybreak Segmented Wurm Selenia, David Angel Serene Offering Serenar of Voloth Shadow Rift Shadow Rift Shadow Serene Sky Spirit Skysthroud Condor Skysthroud Condor Skysthroud Forest Skysthroud Forest Skysthroud Ranger Skysthroud Ranger Skysthroud Forest Skysthroud Troll Skysthroud Wompire	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.00 1.5 1.25 1.5 1.50 1.50 1.50 1.50 1.50 1.50 1.50	★ Sewars of Estank ★ Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International Factory as the "Internation of Collectors are also not tournomen M:16 Pro Tour Collectors This set contains the eight ournament in a special bournament in a special beta special set.
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*************************************	Sarcomoncy Scabland Scabland Scalding Tongs Scatched Earth Screeching Harpy Scroll Rock See Monster Sea Monster Seaning Touch Seeker of Skybreak Seegmented Wurm Seleini, Dark Angel Serone Offering Seeven of Volrath Shadow Rift Shadowstorm Shatter Shimmering Wings Shocker Sky Spirit Skyshroud Eff Skyshroud Forest	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.00 1.5 1.25 1.5 1.50 1.50 1.50 1.50 1.50 1.50 1.50	★ Sewars of Estank ★ Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International Factory as the "Internation of Collectors are also not tournomen M:16 Pro Tour Collectors This set contains the eight ournament in a special bournament in a special beta special set.
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*************************************	Sarcomoncy Scabland Scabland Scalding Tongs Scatched Earth Screeching Harpy Scroll Rock See Monster Sea Monster Seaning Touch Seeker of Skybreak Seegmented Wurm Seleini, Dark Angel Serene Offering Seeven of Volrath Shadowstorm Shadowstorm Shatter Shimmering Wings Shacker Skyshroud Eff Skyshroud Forest Skyshroud	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.00 1.5 1.25 1.5 1.50 1.50 1.50 1.50 1.50 1.50 1.50	* Sewars of Estaria * Windseeker Centaur. FACTORY SETS M:16 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. M:16 Beta International F Known as the "Internation is the same as above ex "International Collectors are also not tournament in a special cards in total. 20,000 p HEY MA Want
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	Sarcomoncy Scabland Scabland Scabland Scalding Tongs Scatched Earth Screeching Harpy Scroll Rock See Monster Seaning Touth Seeker of Skybreak Seeker of Skybreak Seerene Offering Seeven of Volrath Shadowstorm Shadowstorm Shatter Shimmering Wings Shacker Skyshroud Eff Skyshroud Forest	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.00 1.5 1.25 1.5 1.50 1.50 1.50 1.50 1.50 1.50 1.50	* Sewars of Estate * Windseeker Centour. FACTORY SETS * Mc76 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. Mc76 Beta International Filternational Collectors of the same as above extended in the same as a
	Sarcomoncy Scobland Scolding Tongs Scotched Earth Scrognorth Screeching Horpy Scroll Rock See Monster Seening Touch Seeker of Skybreak Seemented Wurm Selenin, Dank Angel Serene Offering Servant of Volorath Shadre Shadow Ritt Shadow String Sharter Sky Spair Skyshroud Gondor Skyshroud Forest Skys	4.00 5.50 4.50 3.50 7.00 1.5 1.25 1.25 1.5 1.50 1.50 1.55 1.50 1.50 1.51 1.50 1.50	* Sewars of Estate * Windseeker Centour. FACTORY SETS * Mc76 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. Mc76 Beta International Filternational Collectors of the same as above extended in the same as a
**************************************	Sarcomoncy Scobland Scolding Tongs Scotched Earth Scrognorth Screeching Horpy Scroll Rock See Monster Seening Touch Seeker of Skybreak Seemented Wurm Selenin, Dank Angel Serene Offering Servant of Volorath Shadre Shadow Ritt Shadow String Sharter Sky Spair Skyshroud Gondor Skyshroud Forest Skys	4.00 5.50 4.50 3.50 7.00 1.5 1.25 1.25 1.5 1.50 1.50 1.55 1.50 1.50 1.51 1.50 1.50	* Sewars of Estaria * Windseeker Centour. * FACTORY SETS * M:16 Beta Factory Set (3 This set is known as the have square borders with have the borders with have the words "Collect letters. These cards are 10,000 printed. * M:16 Beta International F. * Known as the "International Collector or e also not tournament is the same as above. "International Collector or e also not tournament in a special cards in total. 20,000 p * HEY MAN Want * Magic? * page 32 * top def
	Sarcomoncy Scabland Scabland Scabland Scalding Tongs Scatched Earth Screeching Harpy Scroll Rock See Monster Seaning Touth Seeker of Skybreak Seeker of Skybreak Seerene Offering Seeven of Volrath Shadowstorm Shadowstorm Shatter Shimmering Wings Shacker Skyshroud Eff Skyshroud Forest	4.00 5.50 5.00 4.50 3.50 7.5 7.00 1.5 1.25 1.25 1.5 1.50 1.50 1.55 1.50 1.50 1.55 1.50 1.55 1.55	* Sewars of Estate * Windseeker Centour. FACTORY SETS * Mc76 Beta Factory Set (3 This set is known as the have square borders with have the words "Collect letters. These cards are 10,000 printed. Mc76 Beta International Filternational Collectors of the same as above extended in the same as a

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or's Edition" in gold not tournament legal.

actory Set (363 cards)

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Ost-in-Edhil	J 1.50	Full Set (363 cards)	\$250.00
Palantir of Elostirion	J 1.50		0.00
		Starter Deck (60 cards)	0.00
Palantir of Minas Tirith	J 1.50	Starter Box (12 decks)	80.00
Palantir of Minas Tirith	J 1.50 J 1.50	Starter Box (12 decks)	80.00
Palantir of Minas Tirith	J 1.50 J 1.50 R 8.00	Starter Box (12 decks)	80.00
Palantir of Minas Tirith Palantir of Orthanc Pale Sword, The Precious, The	J 1.50 J 1.50 R 8.00 R 8.00	Starter Box (12 decks)	80.00
Palantir of Minos Tirith Palantir of Orthanc Pale Sword, The Precious, The Precious, The Owinch Approximate The Comments of th	J 1.50 J 1.50 R 8.00 R 8.00 R 5.00	Starter Box (12 decks) Booster Pack (15 cards). Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards	80.00 2.75 80.00 15 50
Palantir of Minos Tirith Palantir of Orthanc Pale Sword, The Precious, The Precious, The Owinch Approximate The Comments of th	J 1.50 J 1.50 R 8.00 R 8.00 R 5.00	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon	80.00 2.75 80.00 15 50
Palantir of Minas Tirith Palantir of Orthanc Pale Sword, The Precious, The Pükel-men. Quickbeam Quiet Londs Ren the Unclean	J	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered.	80.00 2.75 80.00 15 50 75
Palantir of Minos Tirith Palantir of Orthan Pale Sword, The Precious, The Precious, The Pukelmen Quickbeam Quiet Lands Ren the Unclean Roö: the Roven	J	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Service Cards are white-bordered. Albert Einstein	80.00 2.75 80.00 15 50
Palantir of Minos Tirith Palantir of Orthan Pale Sword, The Precious, The Precious, The Pukelmen Quickbern Quickbern Quiet Lands Ren the Unclean Rööt the Raven	J	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Cards are white-bordered. Albert Einstein Alliard Innak	80.00 2.75 80.00 15 50
Palantir of Minos Tirith Palantir of Orthanc Pale Sword, The Precious, The Precious, The Quickbearn Quickbearn Quiet Lands Rea the Unclean Roöt the Raven Rogrog. Socrifice of Form	J 1.50 J 1.50 R 8.00 R 5.00 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 R 5.50 R 5.50	Starter Bax (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons Cords are white-bordered. Albert Einstein Alidor Jarok Alian Graveie	80.00 2.75 80.00 1.15 50
Polantir of Minos Tirith Polantir of Orthan Pole Sword, The Precious, The Precious, The Pukelmen Quiet Lands Ren the Unclean Roöt the Raven Rogrog. Sacrifice of Form Sacret Enthance	J	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Cords are white-bordered. Albert Einstein Alidra Jarok Alien Groupie Alyanna Nechayev Alexient Communer	80.00 2.75 80.00 115 50
Palantir of Minos Tirith Palantir of Orthana Pale Sword, The Precious, The Precious, The Pukel-men Quickbearn Quickbearn Quiet Lands Ren the Unclean Roöt the Roven Rogrog Sacrifice of Form Secret Entrance Shadowfax Shelob	J 1.50 R 8.00 R 8.00 R 8.00 R 5.00 J 1.50 R 8.50 R 5.50 R 5.50 R 7.00 R 6.50	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Cords are white-bordered. Albert Einstein Alidra Jarok Alien Groupie Alyanna Nechayev Alexient Communer	80.00 2.75 80.00 115 50
Palantir of Minos Tirith Palantir of Orthane Pales Sword, The Precious, The Precious, The Pukelmen Quiex Heam Quiex Lands Ren the Unclean Roğ the Raven Roğrog. Sacrifice of Form Secret Entrance Shadowfax Sheldo's Lair	J 1.50 J 1.50 R 8.00 R 8.00 R 5.00 J 1.50 R 8.50 R 5.50 R 5.50 R 7.00 R 6.50 R 7.00	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Cords are white-bordered. Albert Einstein Alidra Jarok Alien Groupie Alyanna Nechayev Alexient Communer	80.00 2.75 80.00 115 50
Palantir of Minos Tirith Palantir of Orthan Pale Sword, The Precious, The Precious, The Precious, The Pukelmen Quiet Lands Ren the Unclean Roût the Raven Roût of Farm Secret Entrance Shadowfax Shelob's Lair Siege	J 1.50 R 8.00 R 8.00 R 8.00 R 1.50 J 1.50 L 1.50 R 8.00 R 1.50 R 8.50 R 8.50 R 8.550 R 1.50 R	Starter Box (12 decks) Booster Pack (15 cands) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein. Allor Jarok Alien Groupie Alyanna Nechayev Ancient Computer. Ant-Time Anomaly Armus—Skin of Evil Avert Disaster.	80.00 2.75 80.00 115 50 75 8 4.50 8 4.50 8 4.00 8 5.00 8 3.50 8 3.50 8 4.00
Palantir of Minos Tirith Palantir of Orthana Pala Sword, The Precious, The Procious, The Pokel-men Quick Lands Ren the Unclean Rogic the Roven Rogrog Scriftice of Form Secret Enthance Shadow/fax Shelob Shelob Shelob's Lair Siege	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 R 8.50 R 5.50 R 5.50 R 5.50 R 7.50 R 6.50 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50	Starter Bax (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cords are white-bordered. Albert Einstein Alidar Jarok Albert Forstein Alvert Dissert	80.00 2.75 80.00 115 50 75 8 5.50 8 4.50 8 4.00 8 4.00 8 3.50 8 3.50 8 3.50 8 4.00
Palantir of Minos Tirith Palantir of Orthane Pales Sword, The Precious, The Precious, The Pukelmen Quiet Lands Ren the Unclean Roöt the Reven Rogrog Socrifice of Form Socret Enthance Shodowfax Shelob's Lair Siege Siege Siege Sinnay	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 R 5.50 R 5.50 R 5.50 R 7.00 R 6.50 R 7.00 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50 R 7.50	Starter Bax (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cords are white-bordered. Albert Einstein Alidar Jarok Albert Forstein Alvert Dissert	80.00 2.75 80.00 115 50 75 8 5.50 8 4.50 8 4.00 8 4.00 8 3.50 8 3.50 8 3.50 8 4.00
Palantir of Minos Tirith Palantir of Orthana Pala Sword, The Precious, The Precious, The Precious, The Pokelmen Quickbeam Quiet Lands Ren the Unclean Roör the Roven Rogrog, Sacrifice of Form Secret Entrance Shadowfax Shelob Shelob's Lair Siege Silent Watcher Smaug	J 1.50 R 8.00 R 8.00 R 8.00 R 5.00 R 1.50 J 1.50 J 1.50 R 8.50 R 5.50 R 5.50 R 7.50	Starter Box (12 decks) Booster Pack (15 cands) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein. Alloar Jarok Alien Groupie Alyanna Nechayev Ancient Computer. Anti-Time Anomaly Armus—Skin of Evil Avert Disaster 8°Etor Borclay's Protoplosmic Disease Betazoid Giff Box.	80.00 2.75 80.00
Palantir of Minos Tirith Palantir of Orthane Pales Sword, The Precious, The Precious, The Precious, The Pubel-men Quiet Lands Ren the Unclean Roğ the Roven Roğ the Roven Roğrog. Sacrifice of Form Secret Enthance Shadowfax Shelob's Lair Siege Silent Watcher Smoug. Thief Thorin II Tom (Tuma)	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 R 8.50 R 5.50 R 5.50 R 5.50 R 7.00 R 7.00 R 7.50	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein. Alian Forupie Aljan Forupie Alynana Nechayev Ancient Computer Anti-Time Anamaly Armus—Skin of Evil Avert Disaster B'Etor Barckay's Protoplosmic Disease Betazoid Gift Box Beverty Crusher Boron Shin	80.00 2.75 80.00 15 50 75 8 5.50 8 4.50 8 4.50 8 3.50 8 3.50 8 5.00 8 8.50 8 6.50 8 6.50 8 6.50
Palantir of Minos Tirith Palantir of Orthan Palantir of Orthan Pale Sword, The Precious, The Precious, The Pukelmen Quiet Lands Ren the Unclean Roût the Raven Roût of Farm Secret Entrance Shadowfax Shelob's Lair Siege Silent Watcher Smaug Thief Thorin II Tom (Inmo) Tongue of Hues	J 1.50 R 8.00 R 8.00 R 8.00 R 5.00 R 1.50 J 1.50 J 1.50 R 8.50 R 5.50 R 5.50 R 5.50 R 7.00 R 7.50	Starter Box (12 decks) Booster Pack (15 cands) Booster Box (36 packs) Unlisted Common Cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein Allodr Jarok Alien Groupie Alyanna Nechayev Ancient Computer. Anth-Time Anomoly Armus—Skin of Evil Avert Disaster B'Etor Bordor's Protoplasmic Disease Bertazoid Gift Box Beverly Crusher Borg Ship Boyner Weapon Enhancement	80.00 2.75 80.00 15 50 75 8 \$5.50 8 \$4.50 8 \$4.00 8 \$3.50 8 \$3.50 8 \$8.50 8 \$8.50 8 \$8.50 8 \$8.50 8 \$8.50
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Plae Sword, The Precious, The Pokel-men Quick Lands Ren the Unclean Rogica Rosi the Reven Rogrog Socrifice of Form Socrie Entinane Shadowfax Shelob . Shelob's Lair Siege Silent Watcher Smoug Their Thorin II Tom (Tumo) Torque of Hues Troitor	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 R 5.50 R 5.50 R 5.50 R 7.50 R 6.50 R 7.50 R 8.50 R 8.50	Starter Bax (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cords are white-bordered. Albert Einstein Alidar Jarok Alien Groupie Alynnna Nechayev Ancient Computer Ant-Time Anomoly Armus—Skin of Evil Avert Disaster 8'Etor Barclay's Protoplosmic Disease Betazoid Giff Box Beverly Crusher Borg Ship Bynass Weapon Enhancement	80.00 2.75 80.00 1.15 5.00 8 4.50 8 4.50 8 5.00 8 3.50 8 3.50 8 8 5.00 8 8 8.50 8 8 8.50 8 8 8.50 8 8 8.50
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Pales Sword, The Precious, The Precious, The Puschimen Quiet Lands Ren the Unclean Roöt the Raven Rogrog. Sacrifice of Form Secret Enthance Shadowfax Sheliob Shelob's Lair Siege Silent Watcher Smoug. Thief Thorin II Tom (Tuma) Torque of Hues Traite	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 R 8.50 R 5.50 R 5.50 R 7.00 R 7.00 R 7.50 R 7.80 R 7.80 R 8.00	Starter Box (12 decks) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein. Alidar Jarok Alien Groupie Alyonna Nechayev Ancient Computer. Anti-Time Anamaly Armus—Skin of Evil Avert Disaster B'Etor Bricky's Protoplosmic Disease Betazoid Gift Box Beverly Crusher Borg Ship Bynars Weapon Enhancement Crosis	80.00 2.75 80.00 15 50 75 8 5.50 8 4.50 8 4.50 8 3.50 8 3.50 8 5.00 8 8.50 8 6.50 8 6.50 8 6.50 8 6.50
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Pales Sword, The Precious, The Precious, The Precious, The Polkelmen Quiet Lands Ren the Unclean Roût the Raven Rogrog. Socrifice of Form Secret Entrance Shadowfax Shelob's Lair Siege Silent Watcher Smaug Thief Thorin II Tom (Tumo) Tongue of thes Traitor True Föra	J 1.50 R 8.00 R 8.00 R 8.00 R 1.50 J 1.50 J 1.50 J 1.50 R 8.50 R 5.50 R 7.50	Starter Box (12 decks) Booster Pack (15 cands) Booster Box (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein. Allor Jarok Alien Groupie Alyanna Nechayev Ancient Computer. Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Bordoy's Protoplasmic Disease Betazoid Gift Box Beverly Crusher Borg Ship Byrrars Weapon Enhancement Crosis Crystalline Entity Cultural Observation	80.00 2.75 80.00 1.15 5.00 7.5 8 5.50 8 4.50 8 4.50 8 3.50 8 3.50 8 8.50
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Pala Sword, The Precious, The Pokel-men Quickbeam Quiet Lands Ren the Unclean Rogrog Socrifice of Form Socrifice of Form Socriet Enthance Shadowfax Shelob's Lair Siepe Silent Watcher Smaug Thief Tom (Tumo) Torque of Hues Traitor True Fána Uvatho the Horseman Vale of Frech	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 R 5.50 R 5.50 R 5.50 R 7.50 R	Starter Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cords are white-bordered. Alidor Jarok Alien Groupie Alyonna Nechoyev Ancient Computer. Anti-Time Anomaly Arms—Skin of Evil Avert Disaster B'Etor Borcky's Protoplasmic Disease Betazoid Gift Box Beverly Crusher Boyns Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cutherians	80.00 2.75 80.00 15 50 50 8 4.50 8 4.50 8 5.00 8 3.50 8 5.00 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 7.50
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Precious, The Precious, The Precious, The Precious, The Pukelmen Quiet Lands Ren the Unclean Roöt the Raven Rogrog. Sacrifice of Form Sacret Enthance Shadowfax Shellob Shellob's Lair Siege Silent Watcher Smoug. Thief Thorin II Tom (Tumo) Torque of Hues Traitro True Fóna Uvotha the Horseman Vole of Frech	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 R 8.00 R 8.00 R 8.00 R 8.50 R 5.50 R 5.50 R 7.00 R 7.50 R	Starter Box (12 decks) Booster Box (36 packs) Unlisted Common cards Unlisted Common Cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Service Cards are white-bordered. Albert Einstein. Alidar Jarok Alien Groupie Alyonna Nechayev Ancient Computer. Anti-Time Anamaly Armus—Skin of Evil Avert Disaster B'Etor Crossie Beverly Crusher Borg Ship Bynars Weapon Enhancement Crossi Crystalline Entity Cultural Observation Cytherians	80.00 2.75 80.00 15 50 75 8 5.50 8 4.50 8 4.50 8 4.00 8 3.50 8 5.00 8 8.50 8 5.00 8 6.50 8 6.50 8 6.50 8 6.50 8 7.50 8 7.50 8 7.50
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Palas Sword, The Precious, The Precious, The Precious, The Pukelmen Quiet Lands Ren the Unclean Roöt the Reven Roöt the Reven Rogreg Socrifice of Form Socret Enthance Shadowfax Shelob's Lair Siege Silent Watcher Singe of Tiriting Thorin II Tom (Tuma) Torque of thues Triotior True Fana Uvartha the Horseman Vole of Erech Vilya White Tree, The Will of Souran The	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 R 5.50 R 5.50 R 5.50 R 7.00 R 7.00 R 7.50 R	Statrer Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cords are white-bordered. Albert Einstein Alidar Jarok Alien Groupie Alynnna Nechayev Ancient Computer Anti-Time Anomoly Armus—Skin of Evil Avert Disaster B'Etor Barclay's Protoplosmic Disease Betazoid Gift Box Beverty Cinsher Borg Ship Bynass Weapon Enhancement Cross Crystalline Entity Cultural Observation Utherians Data Deanna Troi Deanna Troi Devent, The	80.00 2.75 80.00 1.15 5.00 8 4.50 8 4.50 8 4.50 8 5.00 8 3.50 8 8.50 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
Polantir of Minos Tirith Polantir of Orthana Pola Sword, The Precious, The Precious, The Precious, The Poles Word, The Precious, The Poles Word, The Poles Word, The Poles Word, The Poles Word, The Roit the Roven Rogrog. Socrific of Form Socret Enthance Shadowfax Shellob's Lair Siege Silent Watcher Smoug. Thief Thorin II Tom (Tumo) Torque of Hues Traitro True Fóna Uvotha the Horseman Vole of Frech Vilya White Tree, The Will of Souron, The Will of Souron, The	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 R 8.00 R 8.00 R 8.00 R 8.50 R 5.50 R 5.50 R 7.00 R 7.50 R	Starter Box (12 decks) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Service Cards are white-bordered. Albert Einstein. Alidar Jarok Alien Groupie Alyonna Nechoyev Ancient Computer. Anti-Time Anamaly Armus—Skin of Evil Avert Disaster B'Etor Bricky's Protoplosmic Disease Betazoid Gift Box Beverly Crusher Borg Ship Bynars Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherians Data Dean Toi Devil, The	80.00 2.75 80.00 15 50 2 4.50 2 4.50 2 4.50 2 4.50 2 4.50 2 4.50 2 4.50 2 4.50 2 5.00 2 8.50 2 6.50 2 6.50 2 6.50 2 7.50 2 7.50
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Pales Sword, The Precious, The Precious, The Precious, The Pukelmen Quiet Lands Ren the Unclean Roût the Raven Roût of Form Secret Entrance Shadowfax Shelob's Lair Sleige Silent Watcher Smaug Thief Thorin II Torn (Iumo) Torque of Hues Troitor True Fána Uvstha the Horseman Vale of Erech Vilya White Tree, The Will of Sauron, The Will of Sauron, The Will of Sauron, The Will of Anaman	J 1.50 R 8.00 R 8.00 R 8.00 R 1.50 J 1.50 J 1.50 J 1.50 R 8.50 R 5.50 R 5.50 R 7.00 R 7.50 R	Starter Box (12 decks) Booster Pack (15 cands) Booster Box (36 packs) Unlisted Common Cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Service Cards are white-bordered. Albert Einstein Alica Tarok Alien Groupie Alynana Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclar's Protoplasmic Disease Behazoid Giff Box Beverty Crusher Borg Ship Byrnas: Weapon Enhancement Crosis Crystalline Entity Cultual Observation Cytherians Dato Dean Troi Devil, The Devoras Devoras	80.00 2.75 80.00 1.15 5.00 7.5 8. 5.50 8. 4.50 8. 4.50 8. 3.50 8. 3.50 8. 3.50 8. 8.5
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Pala Sword, The Precious, The Precious, The Poula Sword, The Precious, The Poula Ware Poula Ware Quiet Lands Ren the Unclean Rogirea Rogirea Socrifice of Form Socret Enthance Shadowfax Shelob's Lair Siege Silent Watcher Smoug Thief Thorin II Tom (Tuma) Torque of Hues Traitor True Fána Uvatha the Horseman Vale of Frech Vilya White Tree, The Will of Sauron, The Will of the Ring, The Will of Angmar	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 R 5.50 R 5.50 R 7.50 R	Statrer Box (12 decks) Booster Pack (15 cards) Booster Pack (15 cards) Booster Pack (15 cards) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cords are white-bordered. Alidar Jarok Alidar Jarok Alien Groupie Alyanna Nechayev Ancient Computer. Anti-Time Anomoly Armus—Skin of Evil Avert Disaster B'Etor Borclay's Protoplosmic Disease Betazoid Gift Box Beverly Crusher Borg Ships Byrans Weapon Enhancement Crossi Crystalline Entity Cultural Observation Cytherians Data Deanna Troi Deana Troi Devoras Dr. La Forge Dr. Leah Bruhms	80.00 2.75 80.00 1.15 5.00 8 4.50 8 4.50 8 4.50 8 5.00 8 3.50 8 5.00 8 8.50 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
Palantir of Minos Tirith Palantir of Orthana Pala Sword, The Precious, The Precious, The Precious, The Poles Word, The Precious, The Poles Word, The Poles Word, The Poles Word, The Poles Word, The Rose the Broten Rogrog Socrifice of Form Socret Enthance Shadowfax Sheliob Sheliob's Lair Siege Silent Worther Smoug Thief Thorin II Tom (Tuma) Torque of Hues Traitro True Fóna Uvatha the Horseman Vole of Erech Vilya White Tree, The Will of Souron, The Will of Souron, The Will of Angmar Wizard's Filem Wizard's Fileme	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 R 8.00 R 8.00 R 7.00 R 7.00 R 7.50 R 7.60	Starter Box (12 decks) Booster Box (36 packs) Unlisted Common cards Unlisted Common Cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Service Cards are white-bordered. Albert Einstein. Alidar Jarok Alien Groupie Alynana Nechayev Ancient Computer. Anti-Time Anamaly Armus—Skin of Evil Avert Disaster B'Etor Bricky's Protoplosmic Disease Betazoid Gift Box Beverly Crusher Borg Ship Bynars Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherians Data Deana Troi Devons Dr. La Forge Dr. Leah Brohms Duros Duros	80.00 2.75 80.00 115 50 75 8 5.50 8 4.50 8 4.50 8 3.50 8 3.50 8 5.00 8 8.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 7.50 8 7
Palantir of Minos Tirith Palantir of Orthana Palantir of Orthana Pales Sword, The Precious, The Precious, The Precious, The Pukelmen Quiet Lands Ren the Unclean Roöt the Raven Rogrog, Socrifice of Form Secret Entrance Shadowfax Shelob's Lair Sleige Silent Watcher Smaug Thief Thorin II Tom (Tumo) Torque of Hues Traifro True Fána Uvatho the Horseman Vale of Erech Vilya White Tree, The Will of the Ring, The Will of Fagman Wizard's Flame	J 1.50 R 8.00 R 8.00 R 8.00 R 1.50 J 1.50 R 8.00 R 1.50 R 8.00 R 1.50 R 1.50 R 1.50 R 5.50 R 5.50 R 5.50 R 7.00 R 7.50 R	Starter Box (12 decks) Booster Pack (15 cands) Booster Box (36 packs) Unlisted Common Cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Service Cards are white-bordered. Albert Einstein Alica Tarok Alien Groupie Alynana Nechayev Ancient Computer Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borclar's Protoplasmic Disease Betazoid Giff Box Beverty Crusher Borg Ship Byrnas Weapon Enhancement Crosis Crystalline Entity Cultual Observation Cytherians Data Decona Troi Devil, The Decoras Dr. La Forge Dr. Leoh Brahms Duros Evolute Terroforming	80.00 2.75 80.00 1.15 5.00 7.75 8. 5.50 8. 4.50 8. 4.50 8. 4.50 8. 3.50 8. 3.50 8. 8.
Palantir of Minos Tirith Palantir of Orthana Pala Sword, The Precious, The Precious, The Precious, The Poles Word, The Precious, The Poles Word, The Poles Word, The Poles Word, The Poles Word, The Rose the Broten Rogrog Socrifice of Form Socret Enthance Shadowfax Sheliob Sheliob's Lair Siege Silent Worther Smoug Thief Thorin II Tom (Tuma) Torque of Hues Traitro True Fóna Uvatha the Horseman Vole of Erech Vilya White Tree, The Will of Souron, The Will of Souron, The Will of Angmar Wizard's Filem Wizard's Fileme	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 R 5.50 R 5.50 R 7.50	Starter Rox (12 decks) Booster Rox (36 packs) Unlisted Common cards Unlisted Common Cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Service Cards are white-bordered. Albert Einstein. Alidar Jarok Alien Groupie Alynana Nechayev Ancient Computer Anti-Time Anamaly Armus—Skin of Evil Avert Disaster B'Etor Barckay's Protoplosmic Disease Betazoid Gift Box Beverby Crusher Borg Ship Bynars Weapon Enhancement Crosis Crystalline Enity Cultural Observation Cytherians Data Deconna Troi Devil, The Devotos Dr. La Forge Dr. Leah Brohms Durus Evaluare Enforoming Explore Black Cluster Explore Black Cluster Explore Black Cluster Explore Boose Serven	80.00 2.75 80.00 115 50 75 8 5.50 8 4.50 8 4.50 8 3.50 8 3.50 8 4.00 8 8.50 8 6.50 8 6.50 8 6.50 8 7 5.00 8 7 6.50
Polantir of Minos Tirith Polantir of Orthane Pola Sword, The Precious, The Precious, The Precious, The Precious, The Pola Sword, The Precious, The Pola Sword, The Pola Sword, The Pola Sword, The Pola Sword, The Root the Roven Roging, Socrifice of Form Secret Entrance Shadowfax Shelob's Lair Sleige Silent Watcher Smoug Thief Thorin II Tom (Tumo) Torque of Hues Troitor Triue Fána Uvatha Horseman Vale of Frech Vilya White Tree, The Will of the Ring, The Will of Souron, The Will of the Ring, The Wizard's Fare Wizard's Fare Wizard's Flome Wizard's River-horses Words of Power and Terror	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 R 5.50 R 5.50 R 7.50	Starter Rox (12 decks) Booster Rox (36 packs) Unlisted Common cards Unlisted Common Cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Service Cards are white-bordered. Albert Einstein. Alidar Jarok Alien Groupie Alynana Nechayev Ancient Computer Anti-Time Anamaly Armus—Skin of Evil Avert Disaster B'Etor Barckay's Protoplosmic Disease Betazoid Gift Box Beverby Crusher Borg Ship Bynars Weapon Enhancement Crosis Crystalline Enity Cultural Observation Cytherians Data Deconna Troi Devil, The Devotos Dr. La Forge Dr. Leah Brohms Durus Evaluare Enforoming Explore Black Cluster Explore Black Cluster Explore Black Cluster Explore Boose Serven	80.00 2.75 80.00 115 50 75 8 5.50 8 4.50 8 4.50 8 3.50 8 3.50 8 4.00 8 8.50 8 6.50 8 6.50 8 6.50 8 7 5.00 8 7 6.50
Palantir of Minos Tirith Palantir of Orthana Pala Sword, The Precious, The Precious, The Precious, The Pouls Word, The Precious, The Pouls Word, The Pouls Word Quiet Lands Ren the Unclean Rogic the Reven Rogrog. Sacrifice of Form Socret Enthance Shadowfax Shelob's Lair Siege Silent Watcher Smoug. Thief Thorin II Tom (Tumo) Torque of thues Troitor True Fána Uvatha the Horseman Vale of Erech Vilya White Tree, The Will of Sauono, The Will of the Ring, The Wizard's Flame	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 R 5.50 R 5.50 R 7.50	Starter Box (12 decks) Booster Pack (12 cards) Booster Pack (15 cards) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cords are white-bordered. Alidor Jarok Alien Groupie Alyonna Nechoyev Ancient Computer. Anti-Time Anomaly Arms—Skin of Evil Avert Disaster B'Etor Borclay's Protoplasmic Disease Betazoid Gift Box Beverly Crusher Borg Ship Byrars Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherians Data Deanna Troi Deanna Troi Devota Brother Devota Brother Devota Brother Explore Dyson Sphere Explore Typhone Expanse Extraction	80.00 2.75 80.00 15 15 50 75 8 5.50 8 4.50 8 5.00 8 3.50 8 5.00 8 6.50 8 6.50 8 6.50 8 6.50 8 7.50 8 7.50 8 7.50 8 8 8.50
Polantir of Minos Tirith Polantir of Orthane Pola Sword, The Precious, The Precious, The Precious, The Poles Word, The Precious, The Poles Word, The Precious, The Poles Word, The Poles Word, The Poles Word Road The Road	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 R 8.00 R 7.00 R 7.00 R 7.00 R 7.50 R 7.60 R 7.60 R 7.60 R 7.60 R 7.60 R 7.60 R 7.50 R	Starter Box (12 decks) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommon Personnel cards Unlisted Uncommons Cards are white-bordered. Albert Einstein. Alidar Jarok Alien Groupie Alyonna Nechayev Ancient Computer. Anth-Time Anamaly Armus—Skin of Evil Avert Disaster B'Etor Bricky's Protoplosmic Disease Betazoid Gift Box Beverly Crusher Borg Ship Bynars Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherians Data Deana Troi Devons Dr. La Forge Dr. Leah Brohms Duros Evaluate Terpatorming Explore Block Cluster Explore Dyson Sphere Explore Typhone Exploree Explore Fyphone Exploree Explore Upsone	80.00 2.75 80.00 15 15 15 2.50 2.4.50 2.4.50 2.4.50 2.3.50 2.4.50 2.3.50 2.4.00 2.3.50 2.4.00 2.3.50 2.4.00 2.3.50 2.4.00 2.3.50 2.4.00 2.3.50 2.4.00 2.3.50 2.4.00 2.3.50 2.5.00 2.4.00 2.5.00 2.4.00 2.5.00 2.4.00 2.5.00 2.6.50 2.5.00 2.6.50 2.5.00 2.6.50
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Palantir of Minos Tirith Palantir of Orthane Pala Sword, The Precious, The Precious, The Precious, The Precious, The Precious, The Pubel-men Quiet Lands Ren the Unclean Roöt the Reven Rograg Sacrifice of Form Secret Entinane Shadowfax Shelab Shelab's Lair Siege Silent Watcher Smaug Thief Thorin II Tom (Tuma) Torque of Hues Traitor True Fona Uvatha the Horseman Vale of Erech Vilya White Tree, The Witch-king of Angmar Wizard's Fare Wizard's Flame Wizard's River-horses Wizard's River-horses Words of Power and Terror Power All With (25 cards) Starter Deck (86 cards)	J 1.50 J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 J 1.50 R 8.50 R 5.50 R 5.50 R 7.00 R 7.00 R 7.50 R	Statrer Box (12 decks) Booster Pack (12 cards) Booster Pack (15 cards) Booster Pack (15 cards) Booster Sox (36 packs) Unlisted Common cards Unlisted Common Personnel cards Unlisted Uncommons Cords are white-bordered. Alidor Jarok Alien Groupie Alyonna Nechayev Ancient Computer Alvent Disaster S'Etor Barclay's Protoplosmic Disease Betazoid Giff Box Beverly Cinsber Borg Ship Bynass Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherians Data Deanna Troi Deanna Troi Devotas Dev I, The Devotas Dr. Lesh Brahms Duras Persone Block Cluster Explore Block Cluster Explore Pyphone Expanse Extraction Goddess of Empathy Governa Hookona Hookona Hookona	80.00 2.75 80.00 15 15 15 2.75 80.00
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Palantir of Minos Tirith Palantir of Orthane Pala Sword, The Precious, The Precious, The Precious, The Precious, The Pubel-men Quiet Lands Ren the Unclean Roöt the Reven Rograg Sacrifice of Form Sacret Entinane Shadowfax Sheldo's Lair Siege Silent Watcher Smaug Thief Thorin III Tom (Tuma) Torque of Hues Traitor True Forna Uvartha the Horseman Vale of Erech Vilya White Tree, The Will of Sauron, The Will of Sauron, The Will of Sauron, The Wizard's Fiere Wizard's Fiere Wizard's Fiere Wizard's River-horses Words of Power and Teror Pala (215 cards) Starter Deck (86 cards) Starter Deck (86 cards) Starter Box (12 decks) Booster Box (16 cards) Booster Box (36 packs) Unliketed Common cards	J 1.50 R 8.00 R 8.00 R 8.00 J 1.50 R 8.50 R 5.50 R 5.50 R 5.50 R 7.50 R 6.50 R 7.50 R	Starter Box (12 decks) Booster Box (36 packs) Unlisted Common cards Unlisted Common cards Unlisted Uncommons Cords are white-bordered. Albert Einstein Alidar Jarok Alien Groupie Alynnna Nechoyev Ancient Computer. Anti-Time Anomaly Armus—Skin of Evil Avert Disaster B'Etor Borcky's Protoplasmic Disease Betazoid Gift Box Beverly Crusher Borg Ship Bynars Weapon Enhancement Crosis Crystalline Entity Cultural Observation Cytherians Dato Deanna Troi Devotts Dr. Leah Brahms Duros Evaluate Terraforming Evaluat	80.00 2.75 80.00 15 15 15 2.75 8 5.50 8 4.50 8 4.50 8 5.00 8 6.50 8 6.50 8 6.50 8 6.50 8 6.50 8 7.50
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he Shield Doors Must Be Closedl iigran Jamiro		Report to Lord Vader Res Luk Ra'auf	R 500	Clouds (Light)	1.00	Tibanna Gas Miner (Dark)	
oo Cold For Speeders	U 75	Rycor's Run		Commander Desanne C		Tibanna Gas Miner (Light)	
oryn Farrl	U75	Size Matters Not	.R5.00	Courage Of A SkywalkerR.		Treva Horme	
rample		Smuggler's Blues	.R3.50	Crack ShotU .	1.00	Trooper Assault	
yrant		Son of Skywalker		Cyborg Construct		Trooper Jerrol Blendin	U1.00
Valker Barrage		Space Slug (Light Side) Stone Pile	R 4.00	Dark Approach		Trooper Utris M'toc	U1.00
Walker Sighting	U75	The Dark Path	.R3.50	Dark Deal		Ugnaught	
Wall of Fire	U75	The Professor	.R4.00	DashC		Uncontrollable Fury	R4.00
Nampa		This is More Like It	.R4.00	Despair	4.00	Vader's Bounty	R6.00
Veapon Malfunction		This Is No Cave Through the ForceWill See		Desperate Reach		Vader's Cape	
Vho's Scruffy-Looking	R500	Tight Squeeze		Dismontle On Sight		We're The Bait	R4.00
Vyron Serperl	U75	Unexpected Interruption	.R4.00	DodgeC Double BackU .		Weapon Levitation	U1.00
oggle Gakkle		Visage of the Emperor	R6.00	Double-Crossing, No-Good Swindler C		Weapon Of An Ungrateful Son Weather Vane	1.00
ou Have Failed Me	P 5.00	We Con Outmoneuver Them We Don't Need Their Scum	K3.50	E Chu To	25	Weather Vane	U 1.00
ev Senesca		WHAAAAAAAAAOOOOW!		E-3P0R.	6.00	Why Didn't You Tell Me?	R4.00
		What Bidding My Master?		End This Destructive ConflictR.	4.00	Wiorkettle	11 1.00
DAGOBAH EXPANSIO			.K4.00			Washing Charle	0 10
	ON	Yoda	.R31.00	Epic Duel	7.00	Wookiee Strangle	R4.00
	A Company of the	Yoda You Seek Yoda	.R31.00 R 4.00	Epic Duel	7.00 1.00	Wookiee Strangle You Are Beaten	R4.00
ull Set (180 cards)	\$210.00	Yoda You Seek Yoda Yoda's Hope	.R31.00 .R4.00 .R1.00	Epic Duel	7.00 1.00 1.00	Wookiee Strangle	R4.00 U1.00
ull Set (180 cards)	\$210.00 2.50	Yada Yada, Yau Seek Yada Yada's Hope Yau Do Have Yaur Maments	.R31.00 .R4.00 .R1.00	Epic Duel R Fall Of The Empire U Fall Of The Legend U Flight Escort R Focused Attack R		Wookiee Strangle You Are Beaten FIRST ANTHOLOGY DECIPHER—1997	R4.00 U1.00
ull Set (180 cards)	\$210.00 2.50 100.00	Yoda You Seek Yoda Yoda's Hope	.R31.00 .R4.00 .R1.00 .U50 .R7.50	Epic Duel R Foll Of The Empire U Fall Of The Legend U Flight Escott R Focused Attock R Force Field R		Wookiee Strangle You Are Beaten FIRST ANTHOLOGY DECIPHER—1997 Boxed Set	
ull Set (180 cards) ooster Pack (9 cards) ooster Box (60 packs) ommon cards	\$210.00 2.50 100.00	Yada Yada, You Seek Yada Yada's Hope You Do Have Your Moments Zuckuss Zuckuss' Snare Rifle	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00	Epic Duel R Foll Off The Empire U Foll Of The Legend U Flight Escort R Foused Attock R Force Field R Forced Landing R	7.00 1.00 1.00 4.00 5.00 4.00 4.00	Wookiee Strangle You Are Beaten FIRST ANTHOLOGY DECIPHER—1997 Boxed Set	R4.0 U1.0
ull Set (180 cards) ooster Pack (9 cards) ooster Back (60 packs) ommon cards histed Uncommon Cards	\$210.00 2.50 100.00 10	Yoda Yoda, You Seek Yoda Yoda's Hope You Do Have Your Moments Zuckuss Zuckuss' Snare Rifle	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00	Epic Duel	7.00 1.00 1.00 4.00 5.00 4.00 4.00 4.50	Wookiee Strangle You Are Beaten FIRST ANTHOLOGY DECIPHER—1997 Boxed Set	R4.0 U1.0
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ull Set (180 cards) ooster Pack (9 cards) ooster Box (60 packs) ommon cards nlisted Uncommon Cards -LOM -LOM's Concussion Rifle -Donoerous Time	\$210.00 2.50 100.00 50 R7.00 R5.00 C25	Yoda Yoda, You Seek Yoda Yoda's Hope You De Have Your Moments Zuckuss Zuckuss Snare Rifle CLOUD CTTY EXPANS DEOPHER—1997 Full Set (180 conds) Booster Pack (9 cards)	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00	Epic Duel	7.00 1.00 1.00 4.00 5.00 4.00 4.00 4.50 5.00 5.00	Wookiee Strongle You Are Beaten FIRST ANTHO GO DECIPHER—1997 Boxed Set Bobo Fett Condr. Wedge Antilles Death Stor Assouth Squadron X-Wing Assouth Squadron Jobbo's Influence	R 4.00 U 1.00 S32.00 R 15.00 R 4.00 R 3.00 R 3.00 R 3.00
ull Set (180 cards) ooster Pack (9 cards) ooster Box (60 packs) ommon cards nilisted Uncommon Cards	\$210.00 2.50 100.00 50 R7.00 R5.00 C25 U50	Yoda Yoda, You Seek Yoda Yoda's Hope You Do Have Your Moments Zuckuss Zuckuss Snare Rifle CLOUD CITY EXPANS DECIPHER—1997 Full Set (180 cards)	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00	Epic Duel	7.00 1.00 1.00 4.00 5.00 4.00 4.00 4.50 5.00 5.00 5	Wookiee Strangle You Are Beaten FIRST ANYTHOLOGY DECIPHER—1997 Boxed Set Cmdr. Wedge Antilles Death Star Assust Squadron X-Wing Assould Squadron	R 4.0 U 1.0 S32.0 R 15.0 R 4.0 R 3.0 R 3.0 R 3.0
vill Set (180 cards) coster Back (9 cards) coster Back (60 packs) common cards histed Uncommon Cards LOM LOM's Concussion Rifle Dangerous Time LOBd's Strength Loof (dark side)		Toda Yoda, You Seek Yoda Yoda's Hope You Do Have Your Moments Zuckuss Zuckuss Snare Rifle CLOUDE THE REPARE DECIPHER 1997 Full Set (180 cards) Booster Pack (9 cards) Booster Bax (60 packs)	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00 SEON 2.50 125.00	Epic Duel	7.00 1.00 4.00 5.00 4.00 4.00 4.50 5.00 5.00 5	Wookiee Strongle You Are Beaten FIRST ANY HOLOGY DECIPHER—1997 Boxed Set Boba Fett Cmd: Wedge Antilles Death Star Astault Squadron X-Wing Assault Squadron Jobbo's Influence Hit and Run	R 4.0 U 1.0 S32.0 R 15.0 R 4.0 R 3.0 R 3.0 R 3.0
ull Set (180 cards) ooster Back (9 cards) ooster Back (60 packs) ommon cards ilisted Uncommon Cards LOM LOM's Concussion Rifle Dengerous Time Jedi's Strength ood (dark side) ood (light side)	\$210.00 	Yoda Yoda, You Seek Yoda Yoda's Hope You Do Have Your Moments Zuckuss Zuckuss Snare Rifle CLOUD CTT EXPANS DECIPHER—1997 Full Set (180 cards) Booster Pack (9 cards) Booster Box (60 packs) Ability, Ability, Ability	.R	Epic Duel R full Off The Empire U Foll Of The Legend U Flight Escor R Forused Attack R Force Field R Forcea Clanding R Frozen Assets R Gombler's Luck R Gloncing Blow R Hoven R He's All Yours, Bounty Hunter R Heant Of The Chasm U Hero Of A Thousand Devices U	7.00 1.00 1.00 4.00 5.00 4.00 4.00 4.50 5.00 5.00 5	Wookiee Strongle You Are Beaten FIRST ANYTHOLOGY DECIPHER—1997 Boxed Set Bobo Fett Cmdr. Wedge Antilles Death Star Assault Squadron Jobbo's Influence Hit and Run FIRST SETTLES US PLAYFILES US PLAYFILES US PLAYFILES US PLAYFILES	R 4.0 .U 1.0 S32.0 .R 15.0 .R 4.0 .R 3.0 .R 3.0 .R 3.0 .R 3.0
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Ill Set (180 cards) ooster Pack (9 cards) ooster Box (60 packs) mmon cards listed Uncommon Cards LOM LOM's Concussion Rifle Dangerous Time Led's Strength Loot (dark side) oot (dark side) teriods Concern Me Peace Legger	\$210.00 	Toda Toda Toda Toda Toda Toda Toda Toda	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00 STECH S	Epic Duel R full Off The Empire U Foll Of The Legend U Flight Escor R Foused Attack R Forceed Landing R Forceed Landing R Frozen Assets R Gambler's Luck R Glancing Blow R Hoven R He's All Yours, Bounty Hunter R Heart Of The Chasm Hero Of A Thousand Devices U Higher Ground R Hopping Mod R Hopping Mod R Hopping Mod R	7.00 1.00 4.00 5.00 4.00 4.00 5.00 5.00 5.00 5	Wookiee Strongle You Are Bearten FIRST ANTHOLOGY DECIPHER—1997 Boxed Set Bobo Fett Cmdr. Wedge Antilles Death Stor Astrout Squadron X-Wing Assoult Squadron Jobbo's Influence Hit and Run TELE SCEILES U.S. PLAYING CARD CO.—1996 Full Set (334 cards) Starter Deck (60 cards) Starter Box (12 decks) Reporter Pox (12 decks) Reporter Pox (15 cards)	R 4.0 U 1.0 S32.0 R 15.0 R 4.0 R 3.0 R 3.0 R 3.0 R 3.0 R 3.0
ull Set (180 cards) coster Box (60 packs) coster Box (60 packs) common cards	\$210.00 2.50 100.00 50 R .7.00 R .5.00 C .25 U .50 U .50 U .50 R .3.50 R .5.00 R .5.00 R .5.00 R .5.00 R .5.00	Toda, You Seek Yoda Yoda, You Seek Yoda You Do Have Your Moments Zuckuss Zuckuss Snare Rifle CLOUD CITY EXPANS DEOPHER—1997 Full Set (180 cords) Booster Pock (9 cords) Booster Box (60 pocks) Ability, Ability, Ability Abyss Acress Denied Advantage Alli My Urchins All My Urchins	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00 S225.00 2.50 125.00 2.50 125.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00 2.50 4.00	Epic Duel R Foll Of The Empire U Foll Of The Legend U Flight Escort R Foused Affock R Forces Field R Forced Landing R Frozen Assets R Gombler's Luck R Gloncing Blow R Hoven R He's All Yours, Bounty Hunter R Heart Of The Chasm U Hero Of A Thousand Devices U Higher Ground R Hindsight R Hopping Mod R Human Shield R	7.00 1.00 4.00 5.00 4.00 4.00 4.00 5.00 5.00 5	Wookiee Strongle You Are Bearten FIRST ANTHOLOGY DECIPHER—1997 Boxed Set Bobo Fett Cmdr. Wedge Antilles Death Stor Astrout Squadron X-Wing Assoult Squadron Jobbo's Influence Hit and Run TELE SCEILES U.S. PLAYING CARD CO.—1996 Full Set (334 cards) Starter Deck (60 cards) Starter Box (12 decks) Reporter Pox (12 decks) Reporter Pox (15 cards)	R 4.0 U 1.0 \$32.0 R 15.0 R 4.0 R 3.0 R 3.0 R 3.0 R 3.0 S 350.0 \$0.0
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ull Set (180 cards) coster Box (60 packs) coster Box (60 packs) common cards	\$210.00 2.50 100.00 50 R .7.00 R .5.00 C .25 U .50 U .50 U .50 U .50 R .3.50 R .5.00 R	Toda Yoda Yoda Yoda Yoda Yoda Yoda You	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00 S225.00 2.50 125.00 2.50 125.00 2.50 4.00 4.00 4.00 4.00 4.00 4.00 4.00 4	Epic Duel R full Off The Empire U Foll Of The Legend U Flight Escor R Forused Attack R Forces Field R Forces Landing R Frozen Assets R Gombler's Luck R Gloncing Blow R Hoven R He's All Yours, Bounty Hunter R Hear Of The Chasm Hero Of A Thousand Devices U Higher Ground R Hindsight R Hopping Mod R Human Shield I Am Your Fother R I Don't Need Their Scum, Either R Hod No Choice R	7.00 1.00 1.00 4.00 5.00 4.00 4.50 5.00 5.00 5.00 5	Wookiee Strongle You Are Beaten FIRST ANYHOLOGY DECIPHER—1997 Boxed Set Bobo Fett Crndr. Wedge Antilles Death Star Assoulf Squadron Jobbo's Influence Hit and Run FILES CEILES U.S. PLLYING (ARD CO.—1996 Full Set (334 cards) Starter Bock (60 cards) Storter Bock (12 decks) Booster Pack (15 cards) Booster Box (15 cards)	R 4.00 S32.00 R 15.00 R 3.00
ull Set (180 cards) ooster Pack (9 cards) ooster Back (60 packs) oommon cards listed Uncommon Cards -LOM -LOM's Concussion Rifle -Dongerous Time -Jed's Strength -Jed's Streng	\$210.00 2.50 100.00 10 50 8 7.00 C 25 U 50 U 50 R 3.50 R 5.00 R 15.00 R 5.00 R 5.00 R 5.00 R 5.00 R 4.00 R 5.00	Toda You Seek Yoda Yoda's Hope You Do Have Your Moments Zuckuss Zuckuss Zuckuss Zuckuss Snare Rifle DECIPHER—1997 Full Set (180 cords) Booster Pack (9 cords) Booster Pack (9 cords) Ability, Ability, Ability Abyss Acress Denied Advantage Aiiii Ana! Aggggggggg! All My Urchins All Too Eary Armbush Armed And Dangerous Armo, Come Back At Once!	R 31.00 R 4.00 R 1.00 U 50 R 7.50 R 5.00 STON STON STON STON STON STON STON STON	Epic Duel R Foll Off The Empire U Foll Of The Legend U Flight Escort R Forused Attock R Force Field R Force Field R Forcea Landing R Frozen Assets R Gombler's Luck R Gloncing Blow R Hoven R He's All Yours, Bounty Hunter R He's All Yours, Bounty Hunter R Heart Off The Chosm U Hero Of A Thousand Devices U Higher Ground R Hopping Mod R Human Shield R	7.00 1.00 1.00 4.00 5.00 4.00 4.00 4.00 5.00 5.00 5	Wookiee Strongle You Are Beaten FIRST ANTHOLOGY DECIPHER—1997 Boxed Set Bobo Fett Cradr. Wedge Antilles Death Star Assoult Squadron AvVing Assoult Squadron Jobbo's Influence Hit and Run TILE XCEILES U.S. PLAYING CARD CO.—1996 Full Set (334 cards) Starter Beck (60 cards) Booster Box (12 decks) Booster Pack (15 cards) Booster Box (36 packs) Common cards Common cards	R 4.0 U 1.0 \$32.0 R 15.0 R 3.0 R 3.0 R 3.0 R 3.0 R 3.0 R 3.0 R 3.0 R 3.0
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TROUEST PLAYERS BUIDE HANDBOOK

What you need to know about the InQuest Players Guide

The InQuest Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for Magic: The Gathering, along with power ratings for every single card.

THIS MONTH:



SAMPLE LISTING

** Protection from red until end of turn. 1/1. **Keldon Warlord** SC U *** ** L,U,R,4th,5
Keldon Warlord SC U ◆◆ ②●● L,U,R,4th,5
* is the number of non-wall creatures in play on your side. */*.
Kird Ape SC C +++++ 🚳 AN
Gains +1/+2 if you have at least one forest in play. 1/1. Kobold Drill Sergeant SC U ◆ Ф
Kobold Drill Sergeant SC U • • •
Give all your Kobolds $+0/+1$ and trample. $1/2$.
Kobold Overlord SC R • • •
First strike. Give all your Kobolds first strike. 1/2.
Kobolds of Kher Keep SC C • O
0/1.
Kobold Taskmaster SC U • 10 4

Kird Ape is a common creature that has a five power rating and its casting cost is one red mana. It's available in *Arabian Nights* and Revised. Its power/toughness is 1/1 and it gains +1/+2 if you control any forests (mankeys like trees). Also, it's banned in the Extended tournament format. How do we know all that? Because our lord Paracelsus told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Paracelsus had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournaments. And banned cards, well, are a no-no for tournaments.

THE GATHERING

SET ABBREVIATIONS

Alliances
Arabian Nights
Beta Limited
The Dark
Fallen Empires
Fifth Edition
Fourth Edition
Homelands

IA	
L	Limited (Alpha & Beta)
LG	Legends
MG	Mirage
PR	Promo
R	Revised
TM	
U	Unlimited
VS	Visions
WL	Weatherlight

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing Magic for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments.

cards can be great without being the best. There are a lot of useful cards that you don't want to use all the time. Necropotence is a great card, but it only works in a couple of types of decks.

••• Three Stars. Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks.

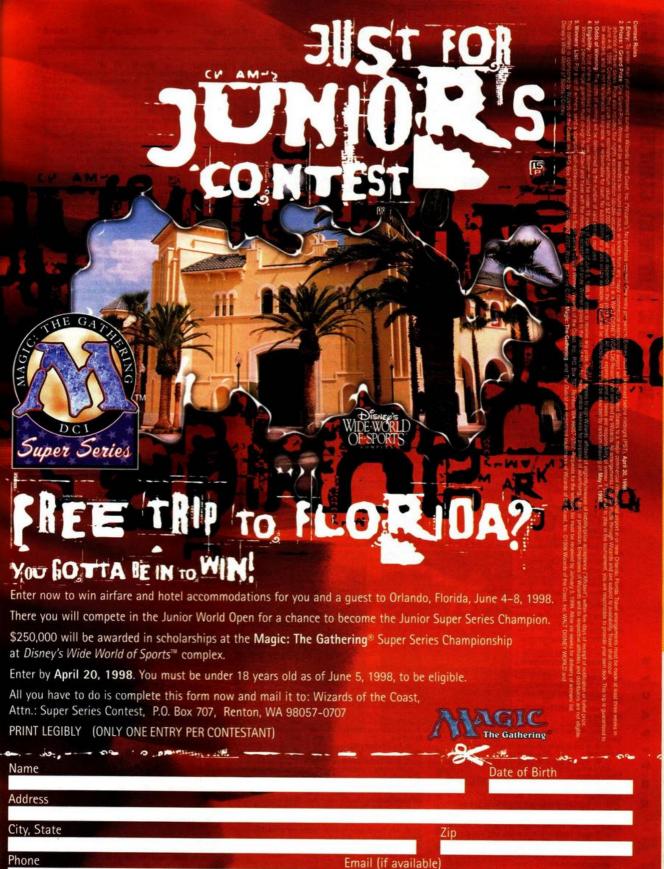
** Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play.

• One Star. The cream of the crap, these are the cards that few people use if they have any goal of winning. Use these cards and you're begging to be nicknamed Eugene T. Dudley.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

Н

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Or send an email message to <superseries@wizards.com>. Title it "Super Series Contest" and include your name, date of birth, complete address, phone number, and tell us you saw this ad in InQuest® magazine.

For more information on the Junior Super Series, visit our website at <www.wizards.com/JSS> or call Wizards of the Coast® Customer Service at (206) 624-0933.

e r S



CARD DESCRIPTION

- Card Name.
- Kind. Summon Diinn means ole Juzam B is a creature of the genus "Djinn."
- Description. The description of exactly what the card can do.
- D Flavor Text. A funny or informative quote.
- Artist

Description

Ashnod's Transmogrant

- F Casting Cost. Mr. Juzam costs two black and two generic mana to summon into play.
- Expansion Symbol. This tells you what set the card belongs to; in this case, the scimitar means he's from the Arabian Nights set.

ART (•••

- Power/Toughness. Only for creatures.

Description

4 >

4

-

Kind CR Rating Cost

Sets Found

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Kind CR Roting Cost

0

Sets Found

AQ, CH, 5th

ARTIFACTS dic Dagger

ART R

AR ure this turn. If targeted creature leaves play, bury Acidic Dagger.

Adorkor Sentinel

(B): 40/+1 unil end of turn. 3/3.

Aegis of the Meek

(B): ©: Give a 1/1 creature +1/+2 entil of turn.

Acolipile

(B): Ø: Give a 1/1 creature +1/+2 entil of turn.

Acolipile

(B): Ø: Sorifice Aeolopile: Do 2 damoge to any taget.

Asthir Gilder

AC C • ©

sthir Glider

Flying, Comnot be assigned to block 2/1.

-dorro's Carpet

(a). ⊕: Prevent all damage to you from attacking non-flying creatures.

(b). ⊕: Prevent all damage to you from attacking non-flying creatures.

(b). ⊕: Prevent all damage to you from attacking non-flying creatures.

(c). Prevent all damage to you from attacking non-flying creatures.

(d). ANR. Attacking to the conty one into hand. Shuffle the rest and put them at the other on your library, additin's Ring.

ANR. Attacking the prevent of the conty one into hand. Shuffle the rest and put them at the other on your library.

ANR. Attacking the conty of the conty one into hand. Shuffle the rest and put them at the conty of the conty one into hand. Shuffle the rest and put them at the conty of the conty one into hand.

Aladdin's Ring ART U ••

S •• Do 4 damage to any target.

Alchor's Tomb ART R ••

Alchor's Tomb

ART R

Change the color of target permanent you control.

Altar of Dementia

ART R

The Southier a creature's Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

Amber Prison

You may leave Prison topped.

The Southier ART R

The Southier ART R

The Southier Resource ART R

The Southier Resource Re

As long as Prison is topped. •• •• 1 top target armord, deduce of tond.

As long as Prison is topped, target does not untip as normal.

Amulet of Kroog

ARI •• • • • AQ.4th,5th

Amulet of Quoz

ARI R • • IA

III, •• Socifice Amulet and flip a coin. If you win the flip, target opponent

toot proyer skips his or her discard phase. During each player's drow phase that player drows on additional card and then chooses and discards a card. Apocalypse Chime RT R * 20 All coals in play from the flormedands expansion are buried. Arcum's Sleigh. ART U * 10 Million May 10 Million Arcum's Sleigh attacking creature does not top. You may only use this oblifty if defending player controls snow-covered lands.

Arcum's Westhervane RT U * 20 Million
Arcum's Whistle

ART U ••

ARE One-would creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by poying & where & is the creature's costing cost. Flay during opponent's turn.

Arean of the Ancients

ART R ••

If C II

Astrolobe	ART		•••	A COUNTRY OF COURSE	Al
(I), (I), Socrifice:			ny one r	olor to your r	
Balm of Restoration	ART		•	2	FE
(II), (II), Sacrifice:			ent up to	2 damage to	
Barbed Sextant	ART	(***		IA,5th
(I), (I), Socrifice:					
Barl's Cage	ART	R	•••	4	DK, CH,5th
3: Target creature					
Basalt Golem			***	6	MG
Cannot be blocked	by artifact or	eature	s. When	ever Golem is	blocked bury
the blocker at end					
a 0/2 artifact crea					1. (
Basalt Monolith	ART			3	LU,R
Add 3 to you	r mana pool.	Can	only be u	ntapped by s	pending 3.
Baton of Morale	ART	U	•••	(2)	IA.
2: Give target cre	eature bandin	g unti	end of t	um.	
Battering Ram				2	AQ.4th.5th
Bands when attack	ing. At the er	nd of	combat, a	any walls blo	cking Battering
Ram are destroyed					
 Black Lotus 	ART		*****		L,U
Socrifice: Add	3 mana of ar	ny sing	gle color t	to your mond	pool.
Black Mana Battery	ART	R	***	4	LG,4th
@, @: Put a cour	nter on Black	Mano	Battery.	@: Add @	to your mana
pool. Add an additi					
 Black Vise 	ART	U	*****	0	LU,R,4th
At the end of his up	okeep, target	0000	nent take	s 1 domage	for each cord

over four in his hand. DK

Sone Hute

② ③: Give all creatures 1/-0 until end of turn.

Sone Mask

ART R

③ ③: Frevent all damage to you from any one source. For each 1 damage to you from any one source. For each 1 damage to you from any one library from the game.

Soby Trap

ART R

When Booby Trap comes into play, name a card other than a basic land.

Whenever target apparent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, Sacrifice Booby Trap and als 10 damage to that player. DK: CH

ok of Rass A

D, Pay 2 life: Draw a cord. ART R ****

AN, R, 4th, 5th

in your hand. If you do so, remove the cord from the game.

Sortifice Bottle Genomes: Gain 3 life. 1/3.

Bottle of Suletiman.

ART R ***

ANR,4th,5

Sortifice Elip a coin. If logoneest wins, you take 5 dom-age.

Otherwise, you get a Diplin taken, a 5/5 filying artifact creature.

Ress Man. Use this ability only during your upkeep. 1/3.

Ress-Talon Chimera A. U **

First strike. Sortifice Bross-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.

Bronze Horse

Trample. If you control on additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.

LG CH

Horse by spells trageting if is reduced to 0. 4/4.

Bronze Tablet

Bronze Tablet

ART R

Bronze Tablet

ART R

Control of the control of the

Kind CR Rating Cost

Sets Found

MG

WI

TM

Bubble Matrix ART WI All damage dealt to creatures is reduced to 0.

•Condelabra of Tawnos ART R •••• AQ © Untap X separate lands.

Celestial Prism ART U .. L,U,R,4th

Choos Orb (I) , : Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and

any card it lands on or is touching are destroyed.

Charcal Diamond ART U

Comes into play tapped.

ART U

Chariot of the Sun

ART U

Chariot of the Sun

As Target creature you control goins flying and has its toughness reduced to 1 until end of turn.

 ART U ••• 3

AQ.4th.5th

©: Regenerates, 3/1.

Clockwork Avion MC R •••

Gockwork Avion

A). 4h. Fiying. Put four +1/+0 counters on Avion. At the end of any combot in which Avion attacks or blocks, remove a counter. ∞. ◆: Add X counters to Avion (maximum four counters). Use only during upkeep. 0/4.

Glockwork Beast

AC

B

B

B

B

B

Control

Control (maximum seven counters). Use only during upkeep. 0/4.

Clockwork Gnomes AC C ••

Clockwork Gnomes

Clockwork Gnames

AC

B

B

Clockwork Gnames

AC

B

B

HL

S

Clockwork Steed

AC

Clockwork Steed

AC

Clockwork Steed

AC

Clockwork Steed

Clockwork Steed

AC

Clockwork Steed

Clockwork Steed

Clockwork Steed

Clockwork Steed

AC

Clockwork Steed

Clockwork Steed

AC

Clockwor

Socrifice Golem: Add to your mana pool. 3/3.

Trample, Does not untop. 9: Untop Colussus during your upkeep. 9/9
th Horn ART R 2 (a), (a), Socrifice Conch Horn: Draw 2 cards. Place any single card from your

nd back on top of your library. L.U.R.4th Conservator

3. ©: Prevent up to 2 damage to you.

Copper Tablet
 Each player takes 1 damage during his upkeep.

Coral Helm
 ART R

ART R 1 11

4 AO 4th 5th

At the end of your turn (rystol Golem phases out. 3/3.

Crystal Rod

© Gold in I life for any blue spell cast. Can only give 1 life per spell.

Cursed Rock

ART U •••

© Gold in I life for any blue spell cast. Can only give 1 life per spell. L,U,R,4th,5th

AQ.4th Cursed Rack
Opponent must discord to four cards during discord phase.

Cursed Scroll

ART R ••• ®

(a) As Name a card. Target apponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to torget creature or player.

Cursed Totem ART R •••

Players cannot use any creature abilities requiring an activation cost. cyclopeon Tomb

ART R

LU

Solution Support In India into a swomp, if Tom beyers play, each hum one land transformed by Cyclopeon Tomb (your choice) returns to normal.

Dancing Scimitor
Hying, 1/5.

Dark Sphere

ART U

ART U

ART Solution

ART Solution

ART Solution

LU

ART Solution

ART Solut L,U

AN, R, 4th, 5th x sphere ART U •• 0
• Socifice Sphere; prevent half of the damage done to you by a single source, rounded down.

Delif's Cone

ART U

Scriffice Cone: If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

ART R

Build's Cube *** Subset of the state of the

 Bury target permanent you own.
 Diabolic Machine AC U •• 0 DK,4th,5th

bolic Machine

3: Regenerates. 4,4

ART R

4: Agreement Reledoscope

ART R

5: Agreement Reledoscope

ART R

urageriado ART R → ⊕ HL

③: Take a Minotour from your hand and put it directly into play.

Bingus Egg ART R → ⊕ LUR,4th,5th

Whenever a land is destroyed, its controller takes 2 damage.

Minosus Stoff ART U → WI

Diagus Stoff

ART

Whenever a creature is put info any growyout from play, Diagus Stoff deals
2 damage to that creature's controller.

Disrupting Scepter

ART R

LU,R,4th,5th

Component must discord 1 card of his choice. Play as a sorcery.

Discording Cylox

ART R

A

z's Ban ART R ••• 6
Summon spells cost an additional 2 to cast.
Diamond ART U ••• 2 MG

So Set 9: 10 / 10 roles lands.

Mexisten Sculpture A. R. • 6 T.M.

2, Choose and discard a card. Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture, 4/+.

Hying Carpet

2, ©: Give target creature flying until and of hum. If target is distroyed before end of hum, so is Flying Carpet.

Fool's Tome

ARI R. • T.M.

Fool's Tome

ART R

Torget unblocked creature deals only 1 dampe this tum.

Forethough Amulet

ART R

Forethough Amulet

ART R

Forethough Amulet

Forethough Amulet ethought Amulet ART R ••• \$
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage 16

over 2 done to you by a sorcery or instant.

untain of Youth ART (••••

DK, CH,5th 2, 6: Gain 1 life.

②, ②: Goin 1 life.

Fyndhorn Bow

→, ③: Give trarget creature first strike until end of ham.

Goundet of Might

ART R → □

All mountains produce on extra ② All red centures gain +1/+1.

Goundets of Chaos

ART R → □

S. ④: Scorifice Goundets: Take control of an opponent is land, creature, or artifact. Then give that opponent one of your permanents of the same type.

Destroy all enchantments on mode permanents.

Glosses of Urse.

ART R → □

S. Carrifice Live: Filip o coin. If you win, target opponent hates damage.

AQ.4th.5th

2), ◆: Put a counter on Green Mana Bottery. ◆: Add ◆ to your mana pool. Add • for each counter you remove as well adstone ART R ••• •

Gusthar's Scepter

If you lose control of Scepter, put all cords under in into your graveyord.

Put any card from your hand fore down under Scepter. You may look at that card at any time.

Return any cord under Gusthar's Scepter to your hand.

Helm of Awaks cast all less to jour.

ART R • U U VS

Helm of Chatzuk

ART R • U U U.R.4th,5th

Q. Give trapet receive bonding until end of turn.

Helm of Obedience

ART R • 48 A

■ • Give target creative banding until end of trum.

Into of Obedience ART R • • • ■ All

sc, • Print top card of opponent's library into his graveyard. Continue until
you have put X cards or a creative cord into that graveyard, whichever
occurs first. If the lost card put in the graveyard is a creative, bury Helm
and put that creative into play under your control as though it were just cost.

Into of Possession RRT R • ■ IT M

You may choose not to untop Helm of Possession during your untop phase.

2. • Sucritice a creative: Goin control of target creative as long as you control of Helm of Possession and Helm of Possession remains topped.

mather Talisman RRT U • All

3: Unifigure permanent. Use this oblifty only when a red spell is successfully cast and only once for each red seedle cast.

cast and only once for each red spell cast.

 Description of the property of the proper LUR 4th 5th Redirect all damage from any creature to yourself.

Statue

ART U

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 A

Joder Statue

② Statue becomes a 3/6 creature. Use only during an attack phase.
Johum Torne

② ③ Statue becomes a 3/6 creature. Use only during an attack phase.
Johum Torne

② ④ Discord and then discord a cord of your choice.
Jondon's Statue and a cord you just drew, and draw another to replace it.
Jondon's Saddlebags

All R • ○ Untago Target creature.
John Torne Cord (Statue) All R.

③ ② Untago Target creature.

All R • ○ Untago Target creature.

If Automation attacks, untago all creatures defending player controls. 3/

AN, R, 4th, 5th Jangling Automaton AC C ■ WL
If Automaton attacks, untap all creatures defending player controls. 3/2.

Jayemdae Tome ART R ■■■ L,U,R,4th,5th . Drow a card.

ART R **** Jester's Cap ART R •••• III.

ART R •••• III.

ART R •••• III.

ART R •••• III.

ART R •••• III. three cards from the game.

stone Bouble

ARI R

Display Socrifice: Put up to four basic lands from a player's graveyard on too of his library. That player draws a card at the beginning of the next turn, s Petal

ART C

TM Socrifice Lotus Petal: Add one mana of any color to your mana pool.
 ART U

ma Mine ART U → (II) «II): Put a counter on Magma Mine. �, Sacrifice Magma Mine: For each

we: Fut a counter on Mogma Name. ♥, Soctime Mogma Name: For exon counter on it, Mine deels 1 domage to target receiture or player.

Magnetic Web ART R. ● ②

If any creature with any magnet counters on it artacks, all creatures with magnet counters on them that the attacking player controls attack if able. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the detending player controls block that creature if oble. (I), (A): Put a magnet counter on target creature.

ART U .

3: Untop a permanent, Use this oblitry only when a green spell is

successfully cast and only once for each green spell cast.

and Crypt ART R •••• 101 one Crypt

ART R

→ 0

→ Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it.

If he calls it correctly, you lose 3 life.





Time Vault and Elder Druid: Nowadays there's so much errata you practically need a book to keep track of it all. Hmm In honor of InQuest's third anniversary, we've decided to take a look back at the old days, to see what cool combos could have existed if it weren't for all that-blech-errata. For example, if Wizards of the Coast didn't add that silly counter rule to Time Vault, it would be much easier to pull off infinite turns, say, with an Elder Druid. To the good 'ole days ...

Jester's Mask
Comes into play topped.

\$\Phi\$, \$\Phi\$ Scriffie: Switch opponent's hand with the same number of cards of your choice from his library.

Jet Medatilion

ART R *** \$\Phi\$ In the continuation of the continuation o

Jet Medition

AXI K

Your block spells cost the less to play.

Jeweled Amulet

AXI U

AXI U

O

Develed Amulet, noting what type of

the Place a charge counter on Jeweled Amulet, noting what type of

mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. •: Remove the charge counter to add 1 mana of the appropriate type to your mana pool.

weled Bird ART R ••• (1)

Poy (2) less to cost on instant, interrupt, or enchantment.

Mano Prism ARI U ••• 3

•• Add 1 to your pool. (II) •• Add one mana of any color to your pool.

Mano You't R •• III LUR, 4th,

she controls that can produce any type of mana that land can produce. Add one colorless mana to you mana pool. 1/1.
 Agara's Tome
 ART R ●●● 5

ngard's Tome ART R ••• 5
Search your library and choose any five cards. Shuffle and put these cards face down under Tome. ②: Instead of drawing a card, add the top card from under Tome to your hand.

Bonned

Restricted

Banned in Type 1.5 only
 Banned in Extended only

Artifact Creature

Enchant Artifoct



Description

2

g u i d e players

Name Description	Kind	(R	Rating	Cost	Sets Found
Marble Diamond	ART	U	•••	2	MG
Comes into play tapped. Marble Priest	@: Add	*	to your r	mana pool.	LG

All walls able to black Marble Priest must do so. Marble Priest takes no domage in combat from wells. 3/3.

Martopi Golem AC U * 5 VS

II: Regenerate and put a-1/-1 counter on Matopi Golem. 3/3.

Meekstone LU,R,4th,5th Meekstone A&T R → ■ 1 L,U,K,4m,5m
Creatures with power greater than 2 do not untop during untop phase.

Metallic Silver AC C → 1 TM tallic Sliver AC C •• (1)

Metallic Sliver counts as a sliver, 1/1,
phtstone ART U ••• (4) AQ

All attacking creatures gain +1/+0. AQ R 4th 5th 2, . Take the top 2 cords from target player's library and place them in at player's graveyard.

ART (◆◆ Mind Stone ART (◆ ②

→ Add one colorless mana to your mana pool. ⑤, ⋄, Socrifice Mind

Stone: Draw o cord.

Mirror Universe ART R •••• 6

Scarifice Mirror Universe during your upkeep to trade life points with nent. Comes into play topped.

opponent. Comes into play tagged.

Misers' Cage

AR! R

At end of truget opponent's upkeep, if that opponent has 5 or more cards in hand, Nisers' Cage deals 2 damage to him or her.

Mishra's Foroundureaker

AR! U

Scanfiller Target land becomes a 3/3 artifact creature.

Mishra's War Machine

AC. R

C

LU,R,4th

Bonds. Discord 1 cost from your hand during upkeep or Mishra's War

Machinar tros and does 3 damage to you. 5/5.

Machine taps and does 3 damage to you. 5/5.

gg Cannon

AT U •• ②

Target creature you control gets +1/+0 and gains flying until end of

© logger creature you control spees + / + U and gains in turn. At end of turn, destroy that creature.

Moss Diamond

ART U ■ ②

Comes into play tapped. ③ Add ● to your mana pool.

Mox Emerald

ART R

ART R MG LU LU ox Jet

→: Add ◆ to your mana pool.

ART Add * to your mone pool. lox Ruby ART Mox Ruby

Add to your mans pool.

ART R 0 LU

Mox Sapphire ARI x

ARI U ◆◆ 2

ARI U ◆◆ 2 Mystic Compass

ART U ••

• • Target mono-producing land becomes a basic land type of your choice until end of turn.

ART U •

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3: Untap a permanent. Use this ability only when a white spell is successfully cost and only once for each white spell cost.

Naked Singularity

ART R •• 5

(U: 3) Instead of their normal mana, plains produce • , islands produce

♠, swamps produce ♣, mountains produce ♠, and forests produce ♠, ropolis
AC U •• ⑤ Tropolis Dick Mr. Use in your growpout from gome. Put a -0/-4X counts on West Open Rev Use in your growpout from gome. Put a -0/-4X counter on Necropolis. X is the creature's cost. 0/1. \(\) U.R.4th, 5th \(\) Stock ART R \(\) Bestive all non-load permanents. Comes into play topped. It is fair.

North Sta Note: You may cast one spell this turn using mana of any color.
 ART R

 Redirect all damage done to you by one source to target creature of opponent's choice.

Null Rod ART R ••

2 AC | .. 3

Onulet goes to any gravey-and from play, its controller gains 2 life. 2/2.

Onyx Talisman

ARI U = 2

Q: Untrap a permanent. Use this obliny only when a black spell is successfully cast and only one for each black spell cast.

Ornithopter (K U = 0) AQ, R, 4th, 5

AQ,R,4th,5th Flying, 0/2.
Patagia Golem

Ornithopter

Flying, 0/2.

Pategia Golem

AC, U

AG, 4th,5th

MG

3: Flying until end of tum, 2/3.

Patchwork Chomes

ARI R.

Phyrexian Furnace ART U ••

\$\Phi\$: Remove the bottom card of target player's graveyard from game, 1, Socifice: Remove a card in any graveyard from the game and draw a ca

yrexion Grimoire ART R ••• 36 TM

4. 4. 5. Tagget opponent chooses one of the top two cards in your graveyard.
Remove that card from the game and put the other into your hand.

yrexion Hulk

AC U •• 66 TM Phyrexian Hulk

Phyrexian Marauder

AC R S SV

Comes into play with X + 1/+1 counters on it. Narauder cannot block.

Marauder cannot attack unless you pay its for each counter on it. 0/0.

Phyrexian Pactual

S Target apparent looks at the top 10 cands of your library and separation them into two foce-down placs. Choose one of those piles and remove it from game. Take one cord from the remaining pile and put it into your hand.

Shuffle the remaining code into your library.

Phyrexian Splicer

ART U S SV

ART C
that ability loses it until end of turn. Another target creature gains that ability until end of turn.

ART U

rnyrexan Vault

ART U

ART U

ART C

ART C Al VS ART U ... Pit Trop

 Socrifice Trop: Bury target mon-flying creature that is attacking you.

 AET R
 Berry
 AET R
 Berry
 AD R4H, 5tt

 Clay
 AD, R, 4th, 5tt Planar Gate

Pay 2 la mal Clay not Clay

AC U •••
AQ.R,4th,5
When cost, choose whether to make Primal Clay a 1/6 wall, 3/3 ground When cost, choose whether to creature, or 2/2 flying creature.

ART U •••• (3)

 Prevent a land from being destroyed. 2: Remove an enchantment from a land. Rock, The

trom a land.

k, the ART U ••• a AQ,R,4th

0 1 damage for each cord under three opponent has during upkeep.

AQ, CH

ART R • AQ

20: Prevent 1 damage to any target. Rokarie retrums to owner's hand.

Sand Golem 11 000 15 If a spell or effect controlled by an apponent causes you to discard Sand follow, put Sand Gollem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.

ds of Time ART R ••• W VS Sands of Time

ads of Time ART R •••

Fisch player skips his untrap place. At the beginning of each player's turn, he untraps each of his trapped artifacts, creatures and lands and traps each of his trapped artifacts, creatures and lands and traps each of his untrapped artifacts, creatures and lands and traps each of his untrapped artifacts, creatures and lands of his lands are larger trapped.

ART R ••

TM M Sapphire Medallion
Your blue spells costs (I) less to play.

ART K

ART R

ART

Screll Rock

ACT ROUGH Strongs to their owners' hand. Contrip.

Screll Rock

ACT ROUGH Strongs this turn. 2/2.

Screll Rock

ACT ROUGH Strongs to you from flying creatures this turn. 2/2.

Screll Rock

ACT ROUGH Strongs to you from flying creatures this turn. 2/2.

Screll Rock

ACT ROUGH Strongs this turn and and set those conds oside. Put an equal number of conds from the top of your library in may order. Then put the cords set oside in this way on top of your library in any order.

ACT ROUGH STRONGS TO STRONGS *=| when cost. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 -

=1 when lost, when backing, you may muse equal 1 + the power of the creature Sentine blocks. When attacking, you may make *equal 1 + the power of creature blocking Sentine. 1 /*.

• Put a Poisson Snake taken, a 1 / 1 ortifact creature, in play. If a Snake domages opponent, opponent gets 1 poison counter.

all C ** | Snake domages opponent, opponent gets 1 poison counter.

all C ** | Snake domages opponent, opponent gets 1 | Snake domages opponent, opponent gets 1 | Snake domages domages opponent, opponent gets 1 | Snake domages domag

Put three arrow counters on Serroted Arrows when it comes into play.

Remove one counter: Put o - 1/-1 counter on torget creature.

Serroted Biskelion

Serrated Biskelien AC U •• 19 WL

\$\infty\$ Put-1/-1 counters on Biskelion and on target creature. 2/2.

Shapeshifter Counters on Biskelion and on target creature. 2/2.

AQ. 4th,5th

"=ony number from 0 to 6. Choose " when Shapeshifter is cost and during each of your upkeeps. "\(\textit{7-'}\).

Shield of the Ages ARI U •• 22 IA Shield of the Ages ART
2: Prevent 1 damage to you.



1.11



Guardian Beast and Chaos Orb: Even without errata, most people who discovered this combo had a feeling it was slightly abusive. With a Guardian Beast in play, your artifacts can't be destroyed—that means the Choos Orb isn't destroyed after you flip it, allowing you to use the Orb each turn. It didn't take long for WotC to rule that the Orb's suicide was an effect that could not be prevented.

Rozor Pendulum

If any player has 5 or less life at the end of his turn, Rozor Pendulum deals
2 damage to him.

Red Mana Battery

ARI R •••

If ARI R •••

Red Mana Battery

LG, 4th

Relic Barrier Tap target artifact.

Ring of Immortals ART R •

xang or immorraus. AKI K → S

- Counter interrupt or enchantment targeting a permanent you coultof.

Ring of Mar'ut ARI R → S

- S, Scorffice: Instead of drawing a card, select a card from outside the game.

Ring of Renewal ARI R → S

- FE

3. ©: Do 1 domage to any target.

Roterothopter

flying. 2: +1/+0 until the end of turn. You cannot spend more than # this way each thun. O/2.

Ruby Medallion ART R

Your ed spells cost III less to play.

Runed Arch ART R

3

Comes into play tapped. S. . Socrifice to make X creatures with power no greater than 2 unblockable this turn.
nesword ART (•• 6 ART esword

AKI C •• 6

3:, 6: Give target attacking creature +2/+0 until end of turn. Any

Shield Sphere U ... Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6. Sisay's Ring ART C

Sisay's Ring ART C

ART C

ART | ... 4 IA 5th

Comes into play tapped. St. Add to your mana pool.

Re Basket ART R ••• (4) 80 , Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens

1/1 green creatures. Play this ability as a sorcery. w Fortress

Alk R ◆● ⑤

Counts os wall. (ab: +1/+0 united of turn. ab: +0/+1 until end of turn.

3e: 0o 1 domoge to a noe-flying attacking creature. 0/4.

Grail

ART R ◆● ③

ART Al

When Sol Grail comes into play, choose a color. ♦

Add one mana of the chosen color to your mana pool.

ART U ◆●● ③

ART U ↓

LU.R.

Sol Ring

ART R

ART R

ART R

ART R

ART R

life. ②: Regenerate. 4/2.
I Net ART U •• □ L,U,R,4th,5th
□: Gain 1 life when a creature is placed in the graveyard.

Urzo's Bauble ART 0 IA 5th Orac's Saubble

Scorifice: look at a random cord from opponent's hand, Cantrip.

Urac's Chalite

B: Gain 1 life for any artifact cast, Can only give 1 life per artifact.

Urac's Engine

B: Gain 2 life for any artifact cast, Can only give 1 life per artifact.

Urac's Engine

Branding until end of turn. '1/S.

Urac's Miller

ART R

AQ

Branding artifact cast to the numeword ⊕: Drow a cord when one of your artifacts goes to the graveyord.

Yentifact Bottle

ART R

S

Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, top Bottle and remove all counters from it to add that much mona to your mana pool, ing Arcanix ART R •••• Vexing Arconix

Kind CR Roting Cost

9: Sacrifice Urza's Bauble to choose a card at random from target player's hand, look at that card. Ignore this ability if that player has no cards left in hand. Draw a card at the beginning of the next turn's upkeep.

Ever wonder why cards get the rating they do? This issue takes a look at one-star wonders. Next month, we'll look at two-stars, but while we're here let's start with... Urza's Bauble. There are those that argue that the Bauble is useful to speed up your deck. Perhaps, but the number of decks that can make good use of this is severely limited. Ninety-nine times out of 100 you're better off drawing a card that actually does something.

we care on your declarers with your S or less shape unless or inching Cataput ART R ■ Al
②: Remove the top two cords of your library from the game to have Cataputi deal one damage to each flying creature and each player.
(Life Mann Bettery ART R ■ Al
②: Or Flut a counter on White Mann Battery. Or Add ★ to your mona

pool. Add * for each counter you removed as well

achant Land

Enchant Artifact

BLACK andon Hope

SOR U • SIDE

Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.

mination SC U ••• 3 300 Green or white creatures blocking or blocked by Abomination are destrayed

Sets Found

Description

Dijinn

S. K

Triample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.

Hallow's Eve

EN R

LG

Hillow's Eve Put 2 counters on All Hollow's Eve when cast. Remove a counter during your uplacep. After the last counter is removed, everyone takes all creatures in their graveyords and puts them directly into play.

Animate Dead EN U ••• U • L.U.R.4th,

Bring a creature from any graveyard into play on your side with -1 power. If

Animate Dead leaves play, the creature is buried.

SC ••• 2 •

A Sacrifice: Put a +1/+2 counter on target creature. 1/3.

Ifoct Possession EA (•• 2 • Artificial Possession EA (•• 2 to Artificial Possession EA (•• 2 to Do 2 damage to artifact's controller whenever its activation cost is paid. Achen Ghoul

when whow SC U → S ← Undiffered by summoning sickness. ♠: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.

Toke control of a reporture from the control of the control of a reporture from the control of the control of a reporture from the control of the control of a reporture from the control of the control of a reporture from the control of
Take control of a creature from an opponent's graveyard.

Ashes to Ashes

SOR U •••

The second of a creature from an opponent's graveyard. DK 4th 5th es to Ashes

SUK U

Remove two non-artifact creatures from the game and take 5 dam

Moon

EN R

LU,

Remove two non-controls creatures.

Remove two non-controls creatures in play get + |/+1.

Boldurion Dead SC U

Remove a creature in your growyout morgane to put into play o 3/1 block and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.

Banshee SC U

Remove two non-controls Remove All All Section Schools Sch

18, 👁: Banshee does X damage, half to you (round up) and half to any Borbed Back Wurm SC U • General Bocking Wurm gets 1,7-1 until end of turn. 43
Boron Sengir F
Frying, bets +2/+2 counters for each creature sent to growyeard on turn where Boron domaged it. • Regenerate turget vampire. 5/5.

Borrow Ghoul SC • General turget vampire. 5/5.

Which was the sent to grow the sent of growyeard from the game or bury Borrow the top creature cord in your groveyord from the game or bury Borrow Shoul. 4/4.

Scottline: Add ®® to your mana and 1.70

FE

Blanket of Night If torget land is topped, destroy it at end of turn.

Blighted Shaman SC U ••

0.0 Blood Pet

Socrifice Blood Pet: Add 🏶 to your mana pool. 1, Imp SC C •• II Bog Imp DK,4th,5th ing. 1/1, (.. DK.CH,5th **Bog Rats** . Cannot be blocked by walls. 1/1.

Wraith SC U ••• 3 • L.U.R.4th.5th

Bog Wraith
Swampwalk, 3/3,
Sone Dancer

St. R → □ □ □ □
St. R →
Put any number of creatures from your graveyard on top of your library. Contrip.

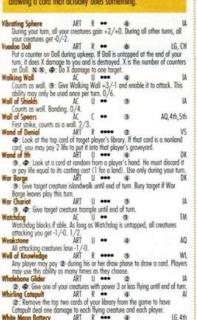
Legendary Land



Kind CR Rating Cost

Sets Found

Description



 Banned Banned in Extended only

Restricted

if controller forfeits a turn.

Top target artifact you do not control.

Tower of Coireall ART U

Take an extra turn. Comes into play tapped, and may only be untapped

This Wing Chimero

Flying, Socrifice Tin-Wing Chimero: Put a +2/+2 counter on target Chimero
and that Chimero goins thing, 2/2.

Tormod's Crypt

ART

Commercial Commercial from game.

Tormod's Crypt

Socrifice. Remove all cords in taget player's groweyard from game.

Torture Chamber

During your upkeep, put a pain counter on Torture Chamber. At the end of your turn. Torture Chamber you from the counter on it. 18. 9, Remove all pain counters from Torture Chamber. Torture chamber.

WL

DK

ART Artifact
AC Artifact Creature
CR Current Rarity

deals 1 damage for each pain counter on it to target creature.

To not named a construction of the constructi

Banned in Type 1.5 only

Summon Legend

Dread of Night

guide players

Kind CR Rating Cost Sets Found Description

SC R 200 : Put a bounty counter on target nonblack creature. : Destroy target creature with any bounty counters on it. 2/2. Recetins tend to the control of the

during upkeep or bury Breeding Pit.

Stries Shaman

St.

Storifice a creature to give a creature +2/+2 until end of turn,

Storifice a creature to counter a summan spell. 1/1.

Bury target non-artifact attracking creature and putrino play a black creature
with power and troughness equal to target creature. Bury taken at end of turn.

Read of Codrocoches

St.

While Story target creature and putrino play a black creature
with power and troughness equal to target creature. Bury taken at end of turn.

While Story target creature and story target and turn.

While Story target creature and turn to the story target and turn.

While Story target creature are the story target and turn.

While Story target are the story target and turn.

Story target and turn.

It is the story target and turn.

It is the story target and turn. nt Offering MS (• 14
Socrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.

ted Alive SOR U • 2 • WI

ed Alive

SUK: U

Search your library for up to three creature cords and put them into your graveyord. Shuffle your library afterwards.

Surveyord. Shuffle SC C

O

O

O MG

Flanking. 1 : Regenerate. 2/2. 100 No. 100 Miles a creature: Put into July a number of Magagat tokens equal to the socrificed creature's power. Treat these as 0/1 black creatures.

Tion Ants. SC U ■ 2 ■ 16,4th,5th ion Ants SC U •••

III: +1/+1 until end of turn. 0/1.
ionette SC R •• Corrion Ants

als: +1 +1 total end or total. O/1:

The fraction of the state of the if Carrionette is in your graveyard. 1/1.
sting of Bones EC C •• 2 •

Costing of Bones EC C •• 2 • If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.

acomb Dragon SC R ••• M MG

Flying. Whenever Dragon is blocked by a non-artifact, non-Dragon creature,

eature's power is halved, rounded up. 4/4.
Gate SC C •• 2 20 Cemetery Gate Protection from black. 0/5 HL

Destroy raiget non-swamp and ... in that raind a a newrask raind, knoking sonds deals of amongs to the loan's controller.

Grading Vultures

S. U

Flying, During your upkeep, remove the top creature card in your graveyard from the game or bury Vultures. If Vultures is in your hand, you may discard it. Play this oblifty as an instant. 3/2.

Clook of Confusion

E. C

II A,5th

Coercion

Coffin Queen SC R •••• @ •
You may choose not to untap Coffin Queen during your untap phase. Put target creature cond from any graveyard into play under your control. Remove that creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen.) / 1.

Coils of the Medusa EC C ●●● (I) ◆ Enchanted creature gets +1/-1, Sacrifice Coils of the Medusa: Destroy all

Controller of traget artifact must bury it during upkeep or lose 2 life tursed Land D 1 damage to controller of target artifact must bury it during upkeep or lose 2 life tursed Land D 1 damage to controller of target land during upkeep. Cyclopeon Murmmy S C C € U 1 1 1.11.R 4th 5th

Cyclopeon Munimy

Cyclopeon Munimy

SC (* III*

Remove Munimy from gome if it goes to graveyard. 2/1.

Donc of the Dead

EC U votable

Bring a creature from any graveyard into play on your side topped
+1/+1. Creature does not untap as normal. You must pay (III*) ed and with

					Control of the Control
Dark Banishing Bury target non-block	INS	C	••••	2.0	IA,MG,TM
Dark Privilege	EC.			10.00	VS
Enchanted creature g				renture: Rener	nernte.
Dark Ritual Add	MS	. (****	♠ L,U,R,	4th,IA,MG,5th,TM
Darkness Creatures attack and	INS	(ee but doel	no domono	16
Darkling Stalker Regenerate Stall	SC	(***	3.0	of turn 1/1
Darkpact Switch the top cord of	SOR	R	****	999	L,U,R
Dauthi Embrace Torget creatur	EN	· U	***	2.0	TM
Dauthi Ghoul	SC SUITS SIN	II	ound City	1 0	TM
Shadow. Whenever of play, put a +1/+1 of	iny creature	with		is put into ar	y graveyard fro
Dauthi Horror Shadow. Dauthi Horr	SC	(***	D.	e 2/1 TM
	SC				TM
	SC	H	***	2.0	TAN
Shodow, 1 . Dau					turn. 2/1.
Dauthi Mindripper	SC	"II	***	3.0	TAN
Shodow, Socrifice Do three cards, Use this unblocked, 2/1.	uthi Mindri	pper.	. Defendir	ng player chao	ises and discards ing and
Dauthi Slaver			**		TM
Shadow. Each turn, I	Dauthi Slay	er att	tocks if al	ole. 2/2.	
	EN		•••	3 4 4	TM
Whenever any creaturegenerated this turn				roy it. That cre	
Death Watch If creature is put into equal to its power ar	any graves	vard.	its contro	eller loses and	VS amount of life its touchness
Deathgrip © ©: Counter a gre	EN	U	•••	24	L,U,R,4th,5th
Deathlace Change the color of a	INT	R	e Investor	in alou to bloo	L,U,R,4th
Demonic Attorney Unless apponent con	SOR	R		•	L,U,R

ad of Night
All white creatures get -1/-1.

Courter SC Dread Specter SC U •• ③ ♥
Whenever Dread Specter blocks or is blocked by a non-block creature, whenever ureas spectre noises or is noises by a non-noise creature, destroy that creature at end of combat. 2/2.

sed Wight

At the end of combat, put a postlyzation outlet on any creature blocked by or blocking Desed Wight and top at. If the creature has a paralyzation counter, it does not unitop during unitop phase, The creature's controller may pay 4 to remove a counter at any time, 3/4, gs of Sorrow SOR R •••• 8 4 4 Dregs of Sorrow

Destroy X target nonblack creatures. Draw X contact

Drift of the Dead

SC U • 3

Drift of the Dead becoming and the convey and the sorrows are sorrows and the sorrows and the sorrows and the sorrows and the sorrows are sorrows and the sorrows and the sorrows are sorrows and the sorrows and the sorrows are sorrows and t t of the Dead SC. U •• B • Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.

dge Skeletons SC (••• 1) @ L,R,4th,5th Eater of the Deod. 3/4. n **Praetor** SC R •• ■ © Trample, first strike. Put a •2/•2 counter on Ebon Praetor during upkeep.

EN U ... TM

TM.

Socrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was socrificed. 5/5.

ny Charm

MS C •• M Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cords in any player's graveyard; or target creature con AN.R.4th

only be blocked by artifact or block creatures this turn.

El-Hajiği SC R • III SC R • I Enchanted creature gets +X/+0.





| Word of Command and Channel: This deadly combo used to work if you cast the Word of Command and your opponent was unfortunate enough to have a Channel in hand. "I order you to spend two areen mana, then dump all your life into colorless mana. Buh bye." Sadly, it was ruled that spending life with Channel is not a casting decision, making Word of Command that much more worthless

Demonic Consultation INS II ... Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the cord you named. Add the cord to your hand.

SC R •••• ® ••• I,U,f

See Destroy target land. Pay • • • during upkeep or Hordes are topped 1118 Choose one card from your library and it to your helpr 3 4 FE 5th

Deretor
Your block spells cost an additional \$\infty\$. 4/4.

Desolution
EN U \$\infty\$ WS
At the end of each turn, each player who topped a land for mana during that

TM bolic Edict INS Company Target player socifices a creature. MG 3 4

top of your library in any order.
in Life SOR (•••• III & Do 1 damage to target for each separat above casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.

Enfeeblement (*** ** MG TM Evil Presence Et u
Target land is now a basic swamp.

SOR (•• EL U .. . L,U,R,4th,5th 200 Extinction Fallen, The

Fatol Blow

Buy Yunget creature that was domaged this turn.

Fatol Lore

Tanget apponent chooses; You draw 3 cards or you choose and bury up to 2 creatures that apponent controls and he draws up to 3 cards.

Feor

Colly black or orificit creatures may block target creature.

Fest of the Unicorn

EC

HI

Tanget creature gets +4/+0.

Buy target non-black, non-entifoct creature or put a Zombie token into play.

Treat this follows as S x / 2 block creature. Fatal Blow WI INS

Treat this token as a 2/2 black creature. Flying. 2/1.

this turn and that player loses two life. 6/6.
zzerdrix SC R •• First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you. 4/4.

Khobal Ghoul 1.1 seken at and at hum for each creature that was destroyed. Gets a +1/+1 token at end of turn for each creature that was destroyed You must socifice a creature when Kjeldoran Dead comes into play.

Regenerate. 3/1.

Knight of Dusk

Destroy tarnet resource.

Knight of Dusk

Knight of Dusk SC U → Dusk Dusk SC V → Dusk Dusk SC V → Dusk SC V IA.5th 8 .. FW 200 During your upkeep, top target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional ② whenever the creature attacks.

Krovikan Elementalist SC U ••

\$\text{\$\tex{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\exitin}\$\$\\$\text{\$\text{\$\text{\$\te

control flying until end of turn. Bury that creature at end of turn. 1/1.

Krovikan Felish EC C •••

Inget creature gets +1/+1. Cantrip.

Krovikan Horror SC R • 3 • vikton norror

At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand.

SE: Sacrifice a creature to have Krovikan Horror dead one damage to target creature or player, 2/2.

Krovikan Plague EC U • ②
Play on a non-wall creature you control. ©: Tap enchanted creature to have Krovikan Plague dool one damage to target creature or player. Put a -0/-1 counter on enchanted creature. Cantrip.

Krovikan Vampire

If a creature dies during a turn in wikkan Vampie damaged it, it is and into halve under your control. Burry the creature if Krovikan Vampie in the surface of the creature if Krovikan Vampie in the surface of the creature if Krovikan Vampier. EC

Z

put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.

ching Licid

SC U •••

D •••

leowes play or your commo. 57 s.

Eleching Licid S. U → □ □ □ IM

• • L'exching Licid loses this obility and becomes a creature enchantment that reads. *During the upleap of enchanted creature 's cantroller, Leaching Licid deals! J damage to that player instead of a creature. More leaching Licid anto target range of the player instead of a creature. Work leaching Licid onto target range of the player instead of a creature. Work leaching Licid onto target range of the player instead of a creature. Work leaching Licid onto target range of the player instead of a creature. Work leaching Licid onto target range of the player instead of a creature. Work leaching Licid onto target range of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player instead of a creature. Work leaching Licid onto target instead of the player
reduced below 0 using this ability. 2/4. EN R

Lich Lose all life. For each point of dampy to take, bury one permanent you control. For every point you gain, draw a card. If Lich levies play you lose. Lim Deli's Cohort Sc. Lim Deli's Cohort Lim Deli's Cohort Lim Deli's Lim Deli's Delicking or blocked by Cohort cannot regenerate. 2/3.

Set aside all creature cords in all graveyords. Then, put each creature that is in play into its owner's graveyord. Then, put each creature card set aside in

this way into its owner's groupout. Heat, you exist declare that see also see this way into joy under its owner's control.

Lord of the Pit

Flying, trample. During your upkeep, socifice a creature other than Lord of the Pit of the Pit of the Pit or tood of the Pit obes 7 domage to you. 7/7.

Lost Soul

n's upkeep.

Twist

SOR R

SOB

ponent must randomly discard X cords from his han
forp

SOR U

SOB

SOB

Mind Twist Doponent must rondomly discard X cards from his hand.

Mind Warp SOR U → SS® U, M, 5th
Look of a player's hand and make him discard X cards from his hand.

Mind Whip EC R SS® U → SS® U → M, 5th
During target receiture's controller's uplseep, Mind Whip does 2 domage to
that player and taps the creature if he does not pay SS Mindwhip SSW SS U → SSW U → S

Hell's Caretaker Sacrifice a creature to put a creature in your graveyord into play. 1/1
Hidden Horror
SC U ••• 1 ••• When Horror comes into play, discord a creature card or bury Horror. 4/4.

Hoar Shade

S. (••• 3 ••

1/-1 until end of turn. 1/2. 300 Horror of Horrors EN Socifice a swamp to regenerate a black creature.

Howl from Beyond INS (••• & •• LUR4hIA5h Torget creature gains +X/+0 until end of turn.

Hyolopterous Lemure SC U ••• 4

Or: Gains flying and -1/-0 until end of turn. 4/3 IA Hymn to Tourach

Target player randomly discards two cards from its

Unsertic Specier

SC U ***** In 4 FE . Hypnotic Specter
 Flying, Player dan U ***** 1 00 ing. Player damaged by Specter must discard a card at random. 2/2. Iceguake Destroy o land. If it is a snow-overed land, its controller takes 1 damage.

Ibsan's Shade 5C, U •••• (© © © © © HL

Protection from white 5/5.

Imprison

If Prevent target creature from attracting, blocking, or topping, Imprison is discretioned if monn is not reid. estrayed if mana is not paid. OBSTONYED INTO TO SON DO POOL.

INS U → III ⊕
Buybock ⊕ , Target creature attacks this turn if oble.
Infernal Contract

SOR R → → ⊕
Pay half your life, tounded up: Draw four cards.

Infernal Darkness

(U: ⊕ and 1 life. All mano-producing lands produce ⊕ instead of their Living Death

Kind CR Rating Cost

Kind CR Rating Cost

EN

Pestering Evil U ••• 3 ⊕ ⊕

During your upkeep, Festering Evil dools 1 damage to each creature and player. ⊕ ♠, Scriffice; 10 ≤ 3 damage to each creature and player.

Fetid Horror SC C ••• are tripled and player.

Fetid Horror SC C ••• are tripled and player.

Fetid Horror SC C ••• are tripled and player.

Fetid Horror SC C ••• are tripled and player.

Fetid Horror SC C ••• are tripled and player.

Players cannot gain life. During each player's upkeep, that player loses I life. If Forsaken Wastes is the target of a successfully cast spell, that spell's

Coster roses 3 are.

I Familiar SC C ◆◆◆ ② ◆
May not block. ◆: Socrifice 1 life to return Foul Familiar to its owner's

deal no domage to defending player this turn. If you do so, if instead deals domage equal to its power to any target creature.

Compage equal to grower to amy tagget creature.

Attracking does not cause Ghost Hounds to trap. Gains first strike if blocking or blocked by white creature(s), 1/1.

Chosts of the Dammed SC C Good Gains first strike if blocking or blocked by white creature-1/-0 until end of hum. 0/2.

Giant Slug SC C Good Gains Sugget Good Good Gains Sugget Good Gains Sugget Good Good Gains Sugget Good

Gravebind INS R
Target creature may not regenerate this turn. Contrip.
Gravedigger
SC
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.
Grave Servitude
CC
Grave Servitude
Grave Servitude

You may choose to play Grave Servifude as an instant, if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is black.

Greater Werewolf SC H_5**

unting Misery

SUK

Remove X creature cords in your groveyord from the game: Hounting Misery
deals X damage to target player.

unting Wind

EN U ••

40

40

Hecatomb EN R ••• II • II A 511
Socrifice four creatures when Hecatomb comes into play. •• Top a swamp

Make an creatures 17-0 unit et al. on tall.

Iffire SOR R •••

Destroy all non-block creatures. Hellfire does X+3 damage to you, where X

you control to have Hecatomb deal 1 damage to any target.

Swarm

Make all creatures -1/-0 until end of turn.

AN, CH

LG

Guardian Beast

SC R

Al

If untapped, prevents the stealing, destruction, or enchantment of your non-

If untopped, prevents me steurney, creative orthocks, 2/4.

R •••

Marbringer of Might

During your upkeep, put a -1/-1 counter on each creative. 2/3.

Hoston Ogress

Pay ② when Hoston Ogress ottocks or lose 2 life. 3/2.

Hounting Misery

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SC R ••

3 4 4

Flow of Maggots SC R CU: 40 May not be blocked by non-wall creatures

Festering Evil

Forsaken Wastes

Foul Familia

Ghost Hounds

Headstone

ister loses 5 life.

Frankenstein's Monster

Sets Found

MG TM Description

Sets Found

Description

Long ago, back before the four-per-deck card limit, these vermin were very popular. Now? You're looking at a 1/1 creature for three mana. The one-star rating reflects the tournament-imposed limit and the unlikelihood of having more than two in play at the same time. Decks with 20 Plague Rats may be effective, but they're not tourney legal and few people play old-school style.

ernal Denizen

SC R

During upkeep, you must scriffice has swamps or Infernal Denizen become
trapped, and trayet opponent may gain control of a creature you control of
his choice. So: Sain control of trayet creature. 5/7.

SOR

Return X swamps you control to owner's hand: Infernal Harvest deals X

Return X swamps you control to owner's hand: Infernal Harvest deals X Infernal Denizen Infernal Harvest Return X swarings you comen to owners I touto. Interior nurses toutournoge, divided any way, omining any number of target creatures.

ermal Medusa SC U ••• 3: © •

Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.

ernal Tribute EN R •••• ◆ ◆ ◆ Infernal Medusa Describy of non-war reputes unabling in the season of the first inferior of the first in WI way in one turn, 1/1. SUS DK

Insidious Bookworms In this sengir

All white and green enchantments cost on extra ② to cost. 2/2.

Sor R • □ ② to cost. 2/2.

Jovid Evil

Do 2 damage to opponent for each white creature he controls.

Junion Efreet HI 16

Flying. Pay & during upkeep or Junion Efreet is destroyed. 3/3.

Junion Djian

SC R AN,4th Juzam Dji am Djinn SC R ••••• 2 ◆◆
Juzam Djinn deals 1 damage to you during your upkeep. 5/5.

 Restricted Banned in Type 1.5 only Artifact Creature Banned CR Current Rority

is the number of creatures placed in the graveyard.

Enchant Land

Enchant World

Legendary Land

Summon Legend

Description

Sets Found

The Gathering

players guide

Kind CR Rating Cost Sets Found Description

Minion of Tevesh Szat Minion of the Wastes Trample. When you play Minion of the Wastes, pay any amount of life.

Minion has power and toughness each equal to that amount. */*.

Stade

SC U ••

D •• Mire Shade

Mre Shade

Socialize a swamp: Put a +1/+1 counter on Mire Shade. 1/1.

Mischievous Poltergeist SC U •• 2 5 Mc

Flyang, Poy 1 Mer. Regenerate. 1/1.

Misinformation INS U •• 4

Put 3 cards from an opponent's groveyard on top of his library in any order.

Mold Demon SC R • 5 5 5

Ful 3 Cards treatment appearance of the American Science 2 swamps when casting Mold Demon or bury it. 6/6.

Mole Worms

Sci U → 2 → 10.

To a land. As long as Worms remain topped, that land does not untap as normal. You may choose not to untap Worms, 1/1.

Moor Fiend

Sci O → 3 → 14.

Swampwalk, 3/3.
Morinfen Swompwalk, 3/3.

Morinfen St. R ••• ③ ● Φ WL.
Flying, CU: 1 life, 5/4.

SC C •• ③ Φ DK, 4th, 5th

If Murk Dwellers attack and is not blocked, it gains +2/+0. 2/2.

| *** Odylic Wraith 3.0 Swampwalk. If Odylic Wraith damages any player, that player chooses and discards a card. 2/2.

Order of the Ebon Hand Protection from white. $\Phi \Phi: +1/+0$. $\Phi:$ First strike. 2/1.

Protection from white.

Protection from white.

Protection from white.

Proce transpet arechare out of play. If Dubliette leaves play, arechare returns topped.

Proce Transpet arechare out of play. If Dubliette leaves play, arechare returns topped.

MG

Look at target opponent's hand and put anexant on top of his or her library.

EC.

LUR, 4th, 5th.

LUR, 4th, 5th.

olyze EC C ••• L.U.R.4th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend to untop during upkeep.

SOR U ••• 20 ©

Destroy all green creatures. Those creatures cannot be regenerate

Pestilence EN (●●● Q ★ L,U.R, 4th, 5th

⊕: Do 1 damage to each creature and all players. Bury Pestilence if there are no creatures in play at the end of any turn.

Phyrexian Boon

Ré long as enchanted creature is block, it get +2/+1; otherwise it gets -1/2.

Phyrexian Grennins

St. (••• 2 •• AD

•• Tog on ontifort. As long as Seemilins one topped, that anifoct does not untap as normal. You may choose not to untap Grennins. 1/1.

Phyrexian Tribute

Soc Re

Socrifice two creatures: Destroy target anifoct.

Pillar Tombs of Aku. EW Re

Uning each player's sucknown that natural results. Pillar Tombs of Aku EW R →

② ◆

VS

During each player's upkeep, that player socrifices a creature, or that player

butting each profes supreep, that player socialises a clearance, or that player loses 5 life and you bury Pillar Tombs of Aku.

Imp SC

Ti
Flying,

P: Pil Imp gets +1/+0 until end of turn. You cannot spend more





Dingus Egg and Equipoise: Dingus Egg didn't always trigger when lands were destroyed; it used to go off when they left play. If you had a way of continually phasing out your opponent's lands-say, with an Equipoise-you could make your opponent feel like a Dingus (or, at the very least, an onoressed Ouphe)

neless Race SC R ◆● ③ � Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their veyords. */*. SC U ••• (I) ••• Necratoa

love the top creature card in your graveyard from the game: +2/+2

Remove the top creature caru as prountil end of turn, 1/2. SC. C •• IN •• The
If Necrite entrocks and isn't blocked, you may have it deal no damage and
socifice it to bury a target creature controlled by the defending player, 2/2.
If Necrite entrocks and isn't blocked, you may have it deal no damage and
socifice it to bury a target creature controlled by the defending player, 2/2.
If Necrite entropy is a second of turn,
were analysely of the second property of the or the second property of the or the second property of t

nonblock creature. 2/1.

Nether Shadow

If these creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.

Nether Void L,U,R,4th,5th

Oung controler's gueeep. Underted by Summoning sciencess. 1/1.

We see \$\infty\$ \$\i

Noriti

S: Untap a blue creature. ◆: Opponent's toget non-wall creature must attack or be destroyed at end of turn. 1/1.

Oath of Lim-Duit

EN R

For each point of damage you take or life you lose, sacrifice one of your permanents or discard a cord from your hand. ◆ ◆: Draw a card.

Pit Scorpion [.. 20 Plague Rats Priest of Tangamoth

\$\text{S}\$ C \quad \text{\$\texit{\$\text{\$\texititt{\$\text{\$\text{\$\text{\$\text{ Quagmire

Quagmire

EN U

Creatures with swampwalk may be blocked as narmal. Rain of Tears Destroy target land.
Raise Dead SOR (••• Bring a creature from your graveyard into your hand.

Rats of Rath SC C •• 11.9

16 4th 5th 16 DK.4th.5th TM L.U.R.4th,5th Rats of Rath

♣ Deshoy target artifoct, creature, or land your nand.

Rovenous Vampire

Flying, During your upkeep, scrifte a non-artifact creature and put a

+ | /+ 1 counter on Vampine, or top Vampine, 3/3.

Razertooff Rats

Connet be blacked avant by many your nand. Rearrooth Rats

Connot be blocked except by artifact creatures and black creatures, 2/1.

Reanimate

SOR U ••• © TM nimate
SUK U

Put target creature card from any graveyard into play under your control.
Lose life equal to that creature's total casting cost. Lose the countries INS U •• kless Spite INS U •• Destroy two nonblack creatures. Lose 5 life. 100 TM. Reckless Spite MG 300 Reign of Terror MG

Ritual of the Machine SOR R •••• 2 • • Sorrifice a crediture to gain control of a non-block, non-artifact creature.

Royal Ressasin SC R •••• U • • LU,

Socrifice U • • LU,

Sacrifice Creature. 1/1,

Socrifice Creature. 1 II R 4th Socrifice a creature to get equal to that creature's casting cost. is the Glee EC C $\bullet \bullet \bullet$ T. Whenever any creature is put into any graveyard from play, put a +1/+1 countet on enchanted creature.

Commancy EN R $\bullet \bullet$ Φ T. Sorcomancy

EN R

TM

When Sorcomancy comes into play, put a Zombie Token into play. Treat this token as a 2/2 black creature. During your upkeep, if there are no Zombies in play, Soccomancy deals 1 damage to you.
the Zombies SC C • 20 L U.R.4th,5th Scovenging Ghoul

At the end of turn, add a counter for each other creature placed in the groveyord that turn, Discard a counter to regenerate Ghoul. 2/2. ching Harpy SC U •• 12 Hying, 10 •• Regenerate Screeching Harpy, 2/2 200 Flying. (1) (2): Re Season of the Witch *** son of the Witch

At end of each player's turn, bury all untapped creatures that could have attacked but didn't. Pay 2 life during upkeep or Season is destroyed.

EC C O ures
When target creature becomes to him,
3 or Seizures does 3 damage to him,
gir Autocrat

SC R → S

HL5 3 or Seizures does 3 domoge to him.

Sengir Autocrat S. R. → B. ★ M. HL, Sth. When Autocrat into play, put 3 smurt tokens into play. Smurt these as 0/1 block cerebruse. If Autocrat smurts play, snuff your smurts, 2/2.

Sengir Bans

Flying, For each creature put into the graveyard in the same turn that it was domoged by Bats, Bats receive +1/+1, 1/2.

Sengir Yampire gir Vampire SC U •••• @ @ \ L,U,R,4th Flying. For each creature put into the graveyard in the same turn that it was Sewars of Stark

Into Repet account is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.

MG er Rats SC (••• •

• Pay 1 life: +1/+0 until end of turn. You cannot spend more than Flanking, 3/3. Shallow Grove

NS R •••• U

Put top creature from your groveyord in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.

Chartered Cryst SOR ••• Will This positions and is removed from game to the moning sickness and is removed from game to the state of the s L.U.R.4th Destroy a land. Skulking Ghost Destroy a land.

Skulking Ghost
Flying, Il Ghost is the target of a spell or effect, bury Ghost. 2/1.

Skyshroud Vampire

SC U

M6

Thying, Discord a creature card: Vampire gets +2/+2 until end of turn. 3/3

Galdevi Adnate

SC U

A

Caldevi Adnate Flying, Discard a creature card: Vampire gets +2/+2 until end of turn. 3/A Solderi Adante.

Solderi Adante.

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Solderi S Soul Rend
Bury torget white creature. Contrion.

Bury torget white creature. Contrion.

Bury torget white creature in the control gets + "/+0 until end of turn, where " is the number of creature in your groweyard. Bury creature at end of turn.

Souldrinker

For 3 fer. Put a + 1/+1 counter on Souldrinker. 2 / 7. Put a -0/-2 counter on target creature every time it taps.

Spoils of Evil INT R ••• 2 Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.
ils of War SOR R ••• 8.0 Put X +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyord.

Stench of Decay INS (•• (I) • (I) • (I) • (II) • (II) • (III) • (

The case 1.1	Description	Description		-	Description			_
Significant process of the control o					Acid Rain	SOR R •••		
was framework of they was a second framework of the control of the	Destroy all plains. Each player takes one damage for each plains he loses			Hesh by enchanted	Ether Storm			
The contact of the contact which we will be contact with the contact which we will be contact which we	Stone-Throwing Devils SC C ••• • A	Wall of Shadows	SC (•• 0 •		No summon spells	s may be cast. Anyone m	ay pay 4 life to b	bury Sto
**Self-pile (1) All country and provided and country of the countr	First strike, 7/1.	Damage done to W	all by creatures it blocks is reduced	to 0. Wall of	Air Bemental	SC U •••	300	L,U,
- The parties of the	Strands of Night EN U ••• @ ® ® W A Description of Night Country of Night	Wall of Tombstones	SC U • (I) •	y walls. U/ 1.	Amnesia	SOR U •••		
Set in counter with the counter of t	graveyard into play.	*=the number of c	reatures in your graveyard. $0/1+*$.		Look at target pla	yer's hand. Target discan	ds all non-land co	ords.
Sample of the control					Ancestrol Knowledge	restral Knowledge comes	into play-look a	at the t
special point play with beard for to on the table 2/4. Convent founds to uniform, then showed notices and the special points are possible to the special points and the special points are possible to the point are possible to the points are possible to t	Strongald Spy SC U ••• 3 4	Wave of Terror	EN R ↔ ②◆	WL	cords of your libro	ry, then remove any nun	iber of them from	m the g
Section of the Control of the Contro	If Spy affacks and is not blocked, you may have it deal no damage to mak	: CU: Ob. At the end					my order. If Ance	estral Kr
Togoner forwards and of growth, then forward and the control c				L.U.R.4th,5th		SOR R •••	2006	
According to the block departs played that talks content. If June 2014 and the second content of the block departs are a second content. If June 2014 and the second content of the second content content on the second content of the second con	Opponent discards a card at random, then chooses and discards a card.	Target creature lose	es -2/-1.		Look at the top se	even cards of your library.		
enchois don't blooks, glinking planty an a poor accurate. [1] There is Blooks are broadly and the plant of t			INS (◆◆ (I) Toront repoture nots +4 /+2 until					
Figure 2. Security of the secu		Will-O'-The-Wisp	SC R ···· Ø	L,U,R,4th				
Special position of the control of t	Swamp Mosquito SC C ••	I Flying, Regene		uc	Animate Artifact	EA U ••	3.0	th assure
The price of the price of the price of the search to the damps and the price of the	Flying, it Mosquito is not blocked, detender gets a poison counter. U/I. Synhop Coul SOR (•• ② ●	Prov. 3 life: Counter		Mo				
Spring a Set © Topic decorate and the last body of the medium of a property of the last body of the control of any pix is not all the last body of the last bod	Do 2 damage to all players except caster. Gain life equal to total damage deal	Withering Wisps	EN U ••• (I) (D		Anti-Magic Aura	E((•••	0.0	
we common in a large of the following H is decomined. Society and will be common in the common in th	Tainted Specter SC R ••• 3 M	6 : Do 1 damage	to all creatures and players. You can	nnot spend more Bestroy if there are				ure can
Some pile and marker ode john. For on some 1/2. Service and the Cooke on set trapped. In all trapped, likelihorogaph became on the contribute of cooke on the strapped from the pile. In all the contribute of cooke on the strapped from the pile of the contribute of cooke on the strapped from the pile. In all the contribute of the cooke of the strapped from the pile of the contribute. See the cooke of the pile of the contribute of the cooke of the coo	discards it or puts it on too of his library. If it is discarded. Specter deals 1	no creatures in plan	y at end of turn.	Manager Languages	Apathy	{(· •••		
Addressed of ACA contracting of the complete formers of secure of the contraction of the	damage to each creature and player. Play as a sorcery. 2/2.	Word of Binding	SOR (••• 🕸 👁	DK,4th	Enchanted creatur	re does not untap during i	its controller's un	
contained codes on see tags. If it owns, it is interrupt is discipled to the contained of t	Takklemaggat EC U ↔ 🗷 👁 👁 LG, C		INS P as C O	1.0				player r
where the family show put for Committee or West Personal Control Contr					Apprentice Wizard	S((••		
If any Pill indices he being if a gold a dirth, law Himm. 2 / 4 series of the George Series of the Court Himms of the Court Him	enchantment and does 1 damage during upkeep to its last controller.	Worms of the Earth	EN R • 20	Ф DK	●, �: Add ③ 1	to your mana pool. 0/1.		
The service contact. Grave the gard and or artists or cutture. **Appropriate contact or control togs and the control or control. **Appropriate control control control or control. **Appropriate control control control or control control control or control				, any player may	Arcone Denial	all That enall's costs and	v draw up to bee	o conde
Souther animate large regioned choose and direct here could be a minimated and the country of the country of the part of th	Tendrils of Despair SOR Tendrils of Despair		ANATORING & ROBBS OF J INC.		beginning of the r	next turn. Contrip.	, arew up to two	v curus
Fig. 2. The part of the control transport of the part	Socrifice a creature: Target apparent chooses and discards two cards.	0			Argivian Restoration	SOR U ••		
The district of the complete group in the gro	Terror INS (•••• ⊕ LUR.4tt.5		11 4 (411)		Arnifot's Assent	card from your graveyare	into play.	
All Thoughes levely one wind of taying from our of the 2 / 2 / 2 until and Company from the content of the 2 / 2 / 2 until and Company from the content of 2 / 2 / 2 until and Company from the content of 2 / 2 / 2 until and Company from the content of 2 / 2 / 2 until and Company from the content of 2 / 2 / 2 until and Company from the content of 2 / 2 / 2 until and Company from the Company from		E					ntil end of turn.	
The Ratinal Particular (C. U +	All Thrulfs get +1/+1. ◆: Take control of target Thrull. When Thrull				Avizoa	SC R ••	30	41
Give topic 1/-1 Scorline Relation to reported the container of a container of the container	Champion leaves your control or play, you lose control of it. 2/2. Thrull Retainer)(4	lise this oblitu on	next untop phase: Avizoo	gers +Z/+Z un	m end
The Milk Wared - Carella bekery and principal control of the property file of the property				(6)	Awesome Presence	{(••		
Immerian Finds S. C. ** **O S. Conflict immeriance fines, but you proposed it self-and and put it is programmed. The immeriance fines of the put of the proposed fines and put it is programmed. The immeriance fines from the proposed fines and put it is programmed. The immeriance fines from the proposed fines and put it is programmed from the put of the put of the fines from the put of the	Thrull Wizard SC U • 29	t l			Enchanted creatur	re can't be blocked unless		er pays
Souther Termination Facility Pays and the proposed control to the payment. The control speed more from the charge of perfect years, the past may perfect the charge of perfect years, the past may perfect the charge of perfect years, the past may perfect the part of the	■ ©: Lounter block spell unless coster pays an additional ● or ● 1/1	The state of	ns of the Carth gar	100				
part in your groupest. the Temmenton Finesh is the fig synapses. The control form of the property of the prope	Timmerion Fiends: Bury torget appointed and a printing and				Flying. (+1/+	O until end of turn. You		ore than
charge is permissent. Disposent may until end oditional and the summitted function. If it is a set to a set of the set of	put it in your graveyard. Put Timmerian Fiends into his graveyard. This	1800	Blan.		this way each turn	n. 1/3.		
Control to Delay 2. — B. United on this year sheep age and the part of the first or control to black or an ordinary to black ordinar			100			2(•••	3.0	
Cumulative lipidesce. If the protection from the control control control is not control control in the control control is not control control in the control control is not control. If the control control is not control is not control in the control control is not control in the control control is not control. If the control is not control is not control is not control in the control control is not control in the control control is not control. If the control is not control is not control is not control in the control control is not control in the control is not control in the control is not control in the control in the control in the control is not control in the control in the control in the control is not control in the control in the control in the control is not control in the control		5			Backfire			
there that or aurafficed by auramoning sciences and count is Junibuse. When yo beloses of the end of only have. It is force of 1/1 belon is contained in these exchanges. It is Change the color of one or more containes to block until and of have. It is Change the color of one or more containes to block until and of have. It is Change the color of one or more containes to block until and of his Decease of the Change to the physical property of the physical propert	Cumulative Upkeep: (1) . During each player's upkeep, he puts into play	0		100	For each point of	damage done you take f	rom target creatu	ие, Ва
Buy riscose the end of day has, feffore a f-/-1 belon or content include endough and the following of the content includes the content			A Control	-	a point of damage	SOR P .	200	
Information If the *Proce or 1/4* bakes no necessary control potative encloses. If the *Proce or 1/4* bakes no necessary control potative encloses. If the *Proce or 1/4* bakes no necessary control potative encloses. If the *Proce or 1/4* bakes no necessary control potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses and the encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses are potative encloses. If the *Processary control potative encloses. If the *Processary control potative encloses. If the *Processary control potative	Bury tokens at the end of any turn.			AND SECOND	Do 2 damage to e	each creature for each en	chantment on the	at crea
Tools of Devices in Six 0	Torture EC C •• ● HL5				Balduvian Conjurer	SC U ••	0.0	
Change the color of one or more creatures to block until end of hum. SOR. *** *** *** *** *** *** *** *** *** *			THE REAL PROPERTY.			covered land into a 2/2		u of ful
Subsect Both Compact Subsect	Change the color of one or more creatures to block until end of turn.	No.	o new land may be brought in	to	: Change the to	ext of a white enchantme	ent you control th	hat doe
Do 3 damoge to only player who paths of beers into play without purming a 1-1-1 counter on contenue he continue of brothing of the section of contenue he continue of brothing of the section of the set of the section of	Touch of Death SOR C •• № М.5	pla	y. During any player's upkeen	D ₁	a cumulative upke	eep by switching one cold	or word with anot	ther. Th
Do 3 damoge to only player who paths of beers into play without purming a 1-1-1 counter on contenue he continue of brothing of the section of contenue he continue of brothing of the section of the set of the section of	Uo I damage to any player and gain I lite. Cantrip.	the the	Earth by sacrificing two land	ds de		v mds LU: 10. 1/1,		
1-1/-1 confirs on circulture the controls. Counted's Carter Scanling of the Minth there is has no time counters. In the Counter of Ithus I but put free the counters of the Counter of Ithus I but put free the counters of the Counter of Ithus I but put free the counters of the Counter of Ithus I but put free the counters of the Counter of Ithus I but put free the counter of the Counter of Ithus I but put free I but put fr		oc the	Earth Camage from Worms	or	Flying. Attacking a	does not cause Bay Falco	n to top. 1/1.	
Toolfrie or Third In put the etime counties or back. Remove a countie of counties or back from one counties. The county of the c	-1/-1 counter on a creature he controls.	The ball	n ground collapsed, leaving noths t the great Worms' mucous residu	ong scs.	Bazaar of Wonders	EW R •••	6.00	ale
during upleen, burying Gate when there in bus no time counters. © Tool for give all up controllacing receivers —2/1 until end in the E., C. I are seen that the E., C. I are seen the E., C.		1 1000						
Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched until end of hum. Include the power and toughness are switched toughness are switched below. Include the power and toughness are switched toughness are switched toughness. Include the power and toughness are switched toughness. Include the power and toughness are switched toughness. Include the power and toughness are switched to go toughness. Include the power and toughness are switched toughness. Include the power and toughness are switched to go toughness. Include the power and toughness are switched toughness. Include the power and toughness are switched toughness. Include the power and toughness are switched toughness. Include the power and tough	during upkeep, burying Gate when there it has no time counters				Benthic Behemoth			
Index exhame Some are switched until end of hum. Index brown SC	land to give all your attacking creatures +2/-1 until end of turn.	1 Learning	dade and date to	Late officer		SC C		
Under Word Dreems (N) U → → → → → → → → → → → → → → → → → →				0.000	: Union torost	tapped land an nonnest	controls to add	one m
All damoge does to Uncle letwor by creatures is reduced to zero. 1/3: Underword Directors N U	Uncle Istvan SC U •• III •• III.4	negated by you	r opponent taking a free acti	on are not	type that land pro	oduces to your mona pool	.2/4.	000000
Though creative gains +2/+1. Toget creative gains +2/+1. Toget pushes See that the proposed is the dears. LUR, 4m, 5m Toget creative gains +2/+1. Toget gains to creative gains expected from play to the miss have. LUR, 4m, 5m Toget creative gains +2/+1. Toget gains to creative gains expected from play to the most have and together gains to creative gains expected from gains and together gains to creative gains expected from gains and together gains to creative gains expected from gains and together gains to creative gains expected from gains to creative gains expected from gains and gains gains and gains gain		worth outting in	your deck. You can't possib	bly base a deck	Betrayal	£((••		ranch
Unholy Strength			A STATE OF THE PARTY OF THE PAR	The second secon		ord.		crould
loger tereiture gains x²/+1. Ibroorg Justice INS R →	Unholy Strength EC C ••• LU.R.4th.5	THE RESIDENCE OF THE PARTY OF T		AND RESIDENCE OF THE PARTY OF T	Binding Grosp	E(U •••	3.0	
Indiged proponent busis on number of creatures be or she comtok equal to the number of creatures before growth profit by on or this hum. Usbroom Mindsucker S.C. ■ ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●	Target creature gains +2/+1.		e to get nd ot it. And it it's o	aamage you	Pay 1 o during	upkeep or bury Binding I	brasp. bain contr	not of to
mumber of creatures put into groveyard from plays of far this hum. Sc			ut something more versatile	like a	Blue Elemental Blast	INT (•••		
y Sortifice Where Numbers clarify as a sorcey. 2/2. Whore granther Sortifice Powher: Destroy traget creature blocking Pranther. Sourtifice Feed Shadow, Breathsteades, and through the were plust played. 2/2. Whore granther Sortifice Powher: Destroy traget creature blocking Pranther. Sourtifice Feed Shadow, Breathsteades, and through the were just played. 2/2. Whore granther Sourtifice Powher: Destroy traget creature blocking Pranther. Sourtifice Feed Shadow, Breathsteades, and through the were just played. 2/2. Whore Stalker SC R → □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	number of creatures put into graveyard from play so far this turn.	Denin Life 2			Counter a red spe	ll being cast or destroy a	red card in play.	10
werked. The SC R After combot, take control of all creatures blocking from the SC R After combot, take control of all creatures blocking from the Sc R After combot, take control of all creatures blocking from the Sc R After combot, take control of all creatures all whose players must draw X cards. Brainstern MS C R After combot, take control of all creatures all whose players are supplied to the Sc R A AQ.4th, 5th After combot blocks give provided as the creature with both power and topolities sequently with a solition of all creatures and the solition of all creatures with both power and topolities sequently all creatives and the solition of all creatures with both power and topolities sequently all creatives and the solition of all creatures with both power and topolities sequently all creatives and the solition of all creatures with both power and topolities. This effect loss until your next takes. Only one of the solition of all creatures with both power and topolities sequently all creatives and topolities. This effect loss until your next takes. The solition of all creatures with both power and topolities. This effect loss until your next takes. The solition of all creatures with both power and topolities. This effect loss until your next takes. The solition of all creatures with both power and topolities. This effect loss until your next takes. The solition of all creatures with both power and topolities. This effect loss until your next takes. The solition of all creatures with both power and topolities. This effect loss until your next takes. The solition of all creatures with both power and topolities. The solition of all creatures with both power and topolities. The solition of all creatures with bot	Urborg Mindsucker SC [•• @ • V) Julius Circ.		STATE OF STREET	Return tornet por	monent to owner's hand	••	lli,
whetched, The Schodow, Breathsteeler, and Ulrhoag Paruther. Security to great creature blocking The Whetched. Lose control of such creatures blocking The Whetched. Lose control of such creatures and Ulrhoag Paruther. Security our library for Spirit of the Right and put it into play as shaped in twee jears played. 2/2. Ulrhoan Staker doels I damage to filter player controls any non-rhoad permanenens that are not allock, Staker doels I damage to filter player. 2/4. What During each uplayer, I that player controls any non-rhoad permanenens that are not allock, Staker doels I damage to filter player. 2/4. Set Security our library for any one card. Shaffle your library, then put that card on top fivour blancy. Pay J Bie: Security our library for any one card. Shaffle your library, then put that card on top of your blancy. Pay J Bie: Security our library for any one card. Shaffle your library, then put that card on top of your blancy. Pay J Bie: Security our library for any one card. Shaffle your library, then put that card on top of your blancy. Pay J Bie: Security our library for any one card. Shaffle your library, then put that card on top of your blancy. Pay J Bie: Security our library for any one card. Shaffle your library, then put that card on top of your blancy. Pay J Bie: Security our library for any one card. Shaffle your library, then put that card on top of your blancy. Pay J Bie: Security our library for any one card. Shaffle your library, then put that card on the op your library. Pay J Bie: Security our library for any one card. Shaffle your library, then put that card on the your your speake, so that the card ton your library for any one card. Shaffle your library for any o	random. Play this ability as a sorcery. 2/2.		The second second		 Braingeyser 	SOR R •••		
Feeld Shadow, Breathsceler, and Blithoug Pauther. Search your blamy for Spirit of the Night and put if into play as though it were just played. 2/2 by thore Shalker. S. C. R. M. M. All, 5th. 5th. 2/2 by thore Shalker. S. C. R. M. M. All, 5th. 5th. 5th. Flying, self-like Bass. S. C. R. M. M. M. Compire Bass. S. C. M. M. M. Shalker Bass. S. C. M.	Urborg Panther SC C ••• @ M	Wretched, The		Westched Loca				
Spirit of the Kight and put if into play of shough it were just played. 2 / 2	Feod Shadow Breathstealer and lithour Posther Search was bloom for							on ten
Ulthory Stolker During each upkeep, if that player controls any non-lead permaneness that are not black, Stolker deals I damage to that player. 2/4. Lig. 4th, 5th Ampric Bots SC	Spirit of the Night and put it into play as though it were just played. 2/2.	Xenic Poltergeist	SC R ••• (III)	■ AQ,4th,5th	library in any orde	Bf.		- ap
are not black, Stalker does I damage to that player. 2/4. Varymore Balls S.C. S.C. S.C. S.C. S.C. S.C. S.C. S.C	Urborg Stalker SC R ••• ® • V	Turn target no	n-creature artifact into an artifact cre	ecture with both power	Breath of Dreams	EN U ••		
Vamparism Bots flying, m: Give Bots + 1/+0 untill end of turn. Dnily to many be spent this vary per turn. D/1. Vamparism Into Into INS For y 2 life: Search your library of or any one card. Shuffle your library, then put that card on top of your library. Vamparism E C	During each upkeep, if that player controls any non-land permanents that	effect losts until vo	an no its casting cost and with its on iur next uokeen, 1/1	ignul donnes, IRIS				
Flying, first strike. During your epkeep, socrifice noe of your orthfocts or this way per turn. 0/1. **Impairic futor** Pay 2 file: Search your library for any one cand. Shaffle your library, then put that code on bot your library. **Impairis** Pay 2 file: Search your library for any one cand. Shaffle your library, then put that code on bot your library. **Impairis** **Im	Vampire Bats SC C •• L6,4th,5	h Yawamoth Demon	SC R • 41 €			1/4.		
this way per ham, 0/1. INS R **** (Imaginic Tuber of Nampiric Master S.C. R *** (Imaginis Master S.C. R ***	Flying, ♥: Give Bats +1/+0 until end of turn. Only ♥ ♥ may be spent	Flying, first strike.	During your upkeep, socrifice one of	f your artifacts or	Brine Hog	SC U •	200	1
Por y Re: Search your library, then put had cord on top of your library. Hen put had cord on top of your library. Hen put had cord on top of your library. Hen put had cord on top of your library. Hen put had cord on top of your library. Hen put had cord on top of your library. Hen put had cord on the creature you control get -1/-1. Contrip. **Compsi from the game.** You had been game.** You had been game.** You had been game.** You had been gets foreign your library. He game.** You had been gets foreign your library. He game.** You had been gets foreign your library. He game.** You had been gets foreign your groweyard from the game.** You had been gets foreign your library. He game.** You had been gets foreign your library. He game.** You had been gets foreign your library. He game.** You had been gets foreign your library. He game.** You had been gets foreign your library. He game.** You had been game	this way per turn. 0/1,	Yawgmoth Demon	tops and does 2 damage to you. 6		If Brine Hog goes	to the graveyard, all crea	atures that dealt	domog
that card on top of yous library. Vormprism E(U	Prov 2 life: Search your library for any one court. Shuffle your library than o		gain swampwalk and may renener		Browse	EN U •••	200	
Vampirism E(that card on top of your library.	Zombie Mob	SC U ••• 20	■ MG :	2 . Look a	t the top five cards of you	ir library and put	one of
office restrutes you control get 1-/1. Control get 4-/2. Control get 5-/2. Control g	Vampirism EC U •• U •• V				your hand. Remov	ve the remaining four fro	m the game.	
Veldrane of Sengir S. Remove top cord in your growyard from the game: Regenerate. 3/1. **Dear Veldrane gets Forestwalk and 3/0. 5/5. Nake of Vultures K. C. **Dear Socrifice a creature: Regenerate Wake of Vultures. 3/1. BLUE Abduction E. C. **Dear Socrifice a creature: Regenerate Wake of Vultures. 3/1. Into penchanted creature. Soin control of enchanted creature. If creature is purpose that creature into your derist owner's control. Abjure MG Wall of Corpses S. C. **Dear Socrifice Wall: Destroy target creature blocked by Wall. 0/2. Regenerate Wall Controlled or or your your young way. Under its owner's control. Abjure MG Socrifice Wall: Destroy target creature blocked by Wall. 0/2.	other creatures you control get -1 /-1 Frontion	Zombie Scavengers	S((*** 20	WL =	Buyback 3 Reti			
**Spring protection from green. 3/3. (5/5) **Works of Vultures S.C. **		L Remove top card in	your graveyard from the game; Re	egenerate. 3/1,	Cerulean Wyvern	SC 11 •••	40	
Flying, II © , Sourfice a creature: Regenerate Work of Vultures. 3/1. **Walking Dead V. **Expenserate Walking Dead V. **Walking Dead V. **Expenserate Walking Dead V. **Walking Dead V. **Expenserate Walking Dead V. **Walking Dead V. **Expenserate Walking Dead V. **Expenser	■ • Veldrane gets Forestwalk and -3/-0. 5/5.	C DANGE OF THE REAL PROPERTY.			Flying, protection	from green, 3/3.		
Walking Dead SC WIL Abdoction EC U WIL Unit penchanted creature. Fixeperretal Walking Dead 1.71. Wall of Bone SC U SC U.R.4th,5th Scriffice Wall: Destroy target creature blocked by Wall. 0/2. Abduction EC U WIL WIL Continued creature. Fixeperretal Creature is put into any graveyard, put that creature into play under its owner's control. Wall of Corpses SC SC May MG Scriffice a blue permanent: Counter target spell. Abjure Wall of Corpses SC Scriffice Wall: Destroy target creature blocked by Wall. 0/2.		BLUE			Tgp or unitan town		target creature m	nay par
The Regenerate Walking Dead. 1/7. Wall of Borne SC U → □ □ LU,R,4th,5th See Regenerate Walking Dead. 1/7. Untrop enchanted creature. Coin control of enchanted creature. Br creature is put into any groveyard, put that creature into play under its owner's control. Abjure INS C Homonatog Skip your next turn: Chronatog gets +3/+3 until end of turn. Uso only once each turn. 1/2.	Walking Dead SC C ••• II &				have Chain Stasis	tap or untap another tar	get creature.	al Sa
Wall of Bone S.C. U S.C. V.A.M., 5M S.Expenente Wall of Bone 1/4. **Sepenente Wall of Bone 1/4. **Wall of Corpses S.C. S.C. M.S. M.G. Socifice a blue permanent. Counter target spell. **Socifice Wall: Destroy target creature blocked by Wall. 0/2. **So		Untap enchanted o	reature. Gain control of enchanted a	creature. If creature is	Chill	EN U •••	0.0	
Wall of Corpses SC C → @ ♠ MG Socifice a blue permanent: Counter target spell. Skip your next turn: Chronatog gets +3/+3 until end of turn. Us only once each turn. 1/2.	Wall of Bone SC U •• @ ♥ L,U,K,4th,5	Abiure put into any gravey	INS (• INS (•	rei nis owniel s contitot. WL		SC R •••	0.0	
Quantifice Wall: Destroy target creature blocked by Wall. 0/2. only once each turn. 1/2.	Wall of Corpses SC C •• ■ ♥ N		rmanent: Counter target spell.		Skip your next tur	rn: Chronatog gets +3/+		ım. Use
Cli Carlot Carlot Bot Media Cli Carlot Chara Chara Chara Chara Chara World Media Cli Carlot Chara Char	, Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.		mys0/045m218/148554/12800					
Constitution of the Consti								
		4.5						

Key

players guide

Kind CR Rating Cost Sets Found Description

(.. Clairvoyance INS Look at tryget player's hand. Draw a card at beginning of next turn.
Cloak of invisibility EC (
Enchanted creature gains phasing and can only be blocked by Walls.
Clone SC U Clone SCU + SCU + SCU Clone ocquires all characteristics, including color, of target creature. */
Cloud Djinn L.U.R

Cloud Djinn SC U •• S Flying. Cloud Djinn can block only creatures with flying. 5/4.
Cloud Elemental SC C •• 2 • WL ud Elemental S.C. C VS
Flying. Cloud Elemental con block only creditives with flying. 2/3.
strol Magic EC U •••• 2 • L.U.R.4th
Gain control of target creature as long as Control Magic remains on creature.

-

SOR R ... LUR 4th 5th .. Drain Power Tap appoent's lands for mana and draw all mana in his pool into yours.

Dream Cache SOR C ••• 2 • MG.TM. Draw three cards. Choose two cards from your hand and put both on either

Kind CR Rating Cost

Sets Found

Description

Dream Coat

Dream Coat

During your upkeep you may change target creature's color.

SC C M M

Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter

Whethere undown regime undown with the condition of the creation phase out. 1/1.

See The Continues do not uniting business the controllers' uniting phase. Each nongreen creature's controller may pay an additional @ during his or her upkeep to untap that creature. EN U ..

1 8: Put a white or black creature from your graveyard into play. That creature now has CU: ② . If creature leaves play, remove it from game.

SC C •• ① ⑤ : Regenerates, 1/1, EN R ..

Duplicity

EN R •• ® • • When Duplicity comes into play, put the top five cords of your library foce down on Duplicity. During your upixeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.

Fishliver Oil (... . AN, CH Give target creature islandwalk. sh INS R •••

Put a creature from your hand into play. Pay the creature's casting cost MG reduced by up to ②. If you cannot, bury the creature. Counter target interrupt or instant spell. Destroy target red permanent or return target mountain to owner's h LG. CH L.U.R.4th.5th Target creature now has flying. DK_4th_5th Hooded Shoreline RN R ... re to owner's hand. SC odgate

St. U

If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.

SOR C

WI

WI

Kind (R Rating Cost

Sets Found

Each player chooses and discards any number of cards, then draws that many cards. Draw a card. Flying Men SC (•••

Flying. 1/1. rog stemental SC C ••• 2 • Flying. If Elemental attacks or blocks, bury it at end of combat. 4/4.

Counter target spell unless its caster spends (II). 20 Counter target spell unless its caster spends (I). Car Foreshadow INS U •• III

eshadow NS U • 1 • 15 VS

Name a card. Put the top coad from target opponent's library into his or her graveyord. If that card is the one named, draw the card. Draw a card at the beginning of the next turn's upkeep.

Foresight SOR C • esight SOR C • • • Some Search your library for any three cards and remove them from the game.

Draw a cord at the beginning of the next turn's upkeep. HL 5th Forget SDR R ↔ © 4
Torget player discords two cords and then draws two

... Flying. Fylamarid cannot be blocked by blue creatures. . Target creature is blue until end of turn. 1/3.
Gaseous Form EC C •• 2.0 16 4th 5th TM Target creature deals nor receives damage in combat Ghost Ship SC U ••• 2

DK,4th 200 Flying. • • : Regenerates. 2/4.
Giant Albatross SC C Gland Aubstross

St.

Flying, 4 to Bury oil creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature t

Giant Oyster

damaged this turn, Shark gets +2/+0 and trample until end of turn, 4/4.

Int Tortoise

SC
AN, 41 +0/+3 while untapped. 1/1.
Glacial Wall SC II ... 26 IA 5th

Glyph of Delusion ph of Delusion INS C • LG
Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not ontop as normal while it has any counters on it. Remove a counter during its controller's upkeep.

marid S. (• 10.2 • 10.

Remoye at counters when there are a counters on monance. 2/2.

The manifest home and the manifest has a counter to the manifest has a counter to the manifest home and the manifest has a counter to the manifest has a

AQ.R.4th.5th

Hurkyl's Recall
Return all artifacts in play controlled by traces player to owner's hand.
Hydroblast
Counter a spell being cast or destroy a red permanent if it's red.
Icaberg
Put X counters on Icaberg when it comes into play. 3: Put a counter on

losberg, ©: Remove a counter to add 1 to your mana pool.

Icy Prison EN R • • • • IA

Place target creature out of play. During your upkeep, destroy kcy Prison. Any

Player may pay 3 to prevent his.
sicenary forces
\$C C 3
\$\frac{3}{2}\$
\$\

of your choice until next turn. 2/2.
sionary Terrain

EN U ••• ©
CU: ②. All basic lands of one type are changed to basic lands of a different

type of your choice.

Description





Basalt Monolith and Relic Bind: The combo is painfully easy: Slap the Relic Bind on your Basalt Manolith, ton it for three mana, use the mana to untap the Monolith, repeat as necessary. The folks at WotC went into conniptions trying to figure out how to fix this, ultimately slashing the usefulness of Relic Bind by limiting it to artifacts your opponent controls.

4000

300

WL

 Copy Artifact EN R (D @ Duplicate any artifact in play. Treat as both an enchantment and an artifact.

Coral Fighters

SC U •• M If Fighters attacks and is not blocked, look at top card of defender's library.

You may put that card on the bottom of the library, 1/1.

Coral Reef EN C • • • HL

Put 4 polyp counters on Reef. • 01: Socrifice an island for 2 polyps. • : Place a +0/+1 counter on a blue creature you control. Remove interspell INT C ••••• I Counter target spell as it is being cost. output target spell as it is being cost. LUR,4TH,IA,5th,TM

L.U.R.4th Creature Bond if target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.

Put a token creature in play and treat it as a duplicate of target creature. If either the kne or Dance of Many leaves play, both must be destroyed. Pay a during upkeep or destroy Bance of Many.

All, CH, 5th DK,CH,5th

Islandhome, 4/1. 0.00 40.0 HI 5th

O: Can attack this turn. At the end of turn, remove Maze from the game.

Dark Maze cannot attack the turn it comes under your control.

Deep Spawn - Combo unbut hile from it comes unber you combo.

Deep Spawn - Combo unbut hile from your library and put them in your group your during upkeep or destroy Spawn - © Spawn may not be trapet of spells or effects until end of hum. Top Spawn if it was untopped. Does not untop as named during your next untop. 6/6.

Deep Water - Combo under the combo under t

 All mana-producing lands under your control produce until end of All mana-producing wards wards and uniform instead of their usual mana.

INT R

Target spell with one target now targets a legal target of your choice.

INT R **** 3**** VS

Counter target spell, If that spell is an antifact or summon spell, put that card

into play under your control as though it were just played.

Devooring Deep SC •• 2 • Islandwalk. 1/2. Islandware. 17/E. SOR U •••• 2 •• All Ench player shuffles his hand and groweyord into his library. You remove the top 10 cnds from game. Each player draws up to 7 ands.

INT U •••• 2 •• M. IM

Counter target spell. Draw a card. (... WI INS Counter target instant, interrupt, or sorcery spell unless its caster pays an additional 1. Draw a card.

Counter target spell. Remove that card from the game.

Dorafine's Restoration

Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order. INT U **** DES MG AO.

Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6. tric Eel SC U •• but PLDE* Spawin than size of size. O ... Controller the encomments commonler obes not change.

Energy Flux

Exch on/floct requires N

Exch on/floct requires S

Exch on/floct requires S

Exch on/floct requires S

Exch of S

Exch creature's casting cost to your mana pool. Energy Vortex

At the beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays 1 for each rounter on Vortex, or he takes a grand total of 3 domage. Se: Put X counters on Vortex. Use this ability only during your upkeep.

Enervale

Inp target receture, land, or artifact. Contrip.

To target receture, land, or artifact. Contrip.

Descript yarget land unless controller pays 10 or pays 1 life during upkeep.

Errant Minion **Energy Vortex** During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay (1) for each damage he wishes to prevent.

Ertai's Familiar SC R •• (1) (1)

Flying. 2/4.

Restricted

Banned

Monta Riders gains flying until end of turn. 1/1.

Bonned in Type 1.5 only

Banned in Extended only

TM

ART Artifact
AC Artifact Creature
CR Current Rarity

All creatures lose flying and islandwalk.

mulative Upke schant Artifact

INS Instant

Summon Legend

TM

MG

ك

2

players g u i d e

Kind CR Rating Cost Name Description

pet Master
If creative goes to the grecy ord, return it to its owner's hand. You may pay

\$\infty\$ to return Master to its owner's hand if this hoppens.

VS

VS Puppet Master

Rainbow Erreet SC Ready SC Waves 5 nond if this hoppeirs.

SC Ready Command INS A Ready SC Re

LG CH 5th

Socifice X cards in hand to bring X cards from your graveyord into your hand, then remove Recall from game, onstruction AO R Reconstruction

Return target instant, interrupt, or sorcery from your graveyard to your bank.

Relic Bind EA R • C C L(3,4th
Play on one of your opponent's artifacts. When target artifact is topped, you may do 1 damage or give 1 life to any player.

Remove Soul INT C ••• IF LG,CH,5th

Counter target summon spell. 16 et INI U

Untap all your lands. May only be played during opponent's turn
reke. Wizard Savant SL R 2 HL 16

Redirect damage from a sorcery to its caster. Top all blue creatures. er Merfolk SC R •••
© © ; Give River Merfolk mountainwalk until end of turn. 2/1.

Threater Diver.

Scarlike Rootwater Diver. Return target antifact card from your graveyard to your hand. 1/1.

Threater Hunter

SC C ••• 2 TM

FE

whether Hunter SC C

♣ Rootwater Hunter deals I domage to target creature or player, 1/1, showater Matriarch SC R

♣ 2 ♣ 4 ♣ 1/1. Rootwater Matriarch Gain control of target creature as long as that creature has any enchantments on it. 2/3.

SC R ... Rootwater Shaman 2. You may play creature enchantments whenever you could play an instant. 2/2.

Sage of Lat-Nam SC AD

Sage of Let Nam SC C A

Socifice an artifact: Draw a card.1/1.
Sage Owl SC C A

Flying, When Sage Owl comes into play, look at the top four cards of your library and put them back in any order, 1/1.
Sandbar Cracodile M

Phasing, 6/5.

Sapphire Charm

Choose one—Target player draws a cord at the beginning of the next turn's upkeep; or target creature an apponent controls phases out; or target crea-

upkeep; of trager centure an apponent normous praces out; or trarger crecitive gains flying until end of trum.

Sea King's Blessing INS U Change color only number of traget creatures to blue until end of trum.

Sea Monster

Sc Monster connot attack unless defending player controls any islands. 6/6.

Sea Szyyer. Sea Scryer

Standard Sea Serpent Islandhome, 5/5.

Spirit SC U

: +1/+0 until end of turn. 2/3. U ... IA,5th Sea Sprite SC U

Flying, Protection from red. 1/1.

Sea Troll SC U

• U *** II 6 HL.5th

2. Troll

Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a creature. 2/1.

your control, or becomes untapped. You may choose to leave Seasinger topped during your untap phase. 0/1.

ovian Leviathan SC U ••• & LG,4th Segovian Levia

Islandwolk, 3/3. Serendib Dilinn

SC R

Flying, Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.

Serendib Efreet

SC R

Serendib Efreet

SC R

AN R

Flying, Des 1 damage to you during upkeep. 3/4.

Shadow kirlt

Tagest creature gains shoodow until end of hun. Draw a card.

Shaper Guildmage

SC R

MG

MG

MS

TM

Shaper Guildmage

RN

TM

TM

TR

TO Target creature gets 1/4.

MG

When you play Shimmer, pick a land tyree Thora backers.

MG

Shimmer EN R •• 2.00 mru
When you play Shimmer, pick a land type. Those lands gain phasing.
Shimmering Erreet
Flying, phasing. When Efreet phases in, target creature phases out. 2/2.
Kimmering Wings EC C • IMMERING C C I

Shrieking Drake 9 1 12 Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand, 1/1,

Description

The special strains of the special spe

norm spirit

St. Flying. When Spirit attacks, defending player may draw a card. 5/6.

NS U U Grave a card. 5/6.

Prevent all damage done until end of turn to target creature by spells or effects targeting it. SC U •• 3 •

Flying, trample, 2/2. SC U .. AN 4th ©: Draw a card. If it is not a land, discard it. 1/1.

Siren's Call INS II • • LUR,4th

Stems to Coll INS U LU.R.4th
All of opponent's creatives that can attack must, or die at end of hum.

Skystraud Condor St. U IM

Flying, You cannot play Skystraud Condor unless you have successfully cost anonder spell this hum. 2/2.

Sleight of Mind INT U LU.R.4th JA.5th

Change the text of a card being played or in play by switching one color rith another.

Show Devil Target creature goins flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Snowfall I CU: . Islands may produce an addition . when tapped for mana. Snow-

covered islands may produce either an additional
one or an additional
when tapped for mana. This mana is usable only for cumulative upkeep. EC (I) (II) You may choose to play Soor as an instant; if you do, bury it at the end of

turn. Enchanted creature gets +0/+1 and gains flying.

devi Heretic SC • ② •

#, • Prevent up to two damage to any creature. Target apponent may

w a card. 2/2. Machinist

© * Pevent up to two atmose to any creature. larger opponent may draw or card. 2/2.

Soldevi Machinist

• Ad © to mana pool. Use only for artifact activation costs, 1/1.

Soldevi Sage

• Soutifice two lands to draw 3 cards. Discard one of those cards, 1/1.

Soul Barrier

EN U • 2 U.5th

Targer opponent takes 2 damage whenever he casts a summon spell. That player may pay ≥ to prevent this damage.

Spectral Clook

EC U • 15

Spectral Clook

Creature cannot be targeted by spells or fast effects unless it is tapped.

Spell Blast

Counter targer spell; X is the costing cost of target spell.

Target creature stays topped during untop phase if it attacked last turn. Tap target creature when Tangle Kelp is cost. Tanale Kelp DK. Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.

Teferi's Curse EP C • 11 • Proy only on an artifact or creature. Enchanted permanent gains phasing.

Teferi's Drake SC C • 2 • 11 Flying, phasing. 3/2. Tefers's Imp .. Flying, Phosing. When Teferi's Imp phoses out, choose and discard a cord. When Teferi's Imp phoses in, draw a cord. 1/1. Teferi's Realm Teter's Realm

At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or glob, enchantments. All cards of type phase out.

Teferi's Yeil

Televi's does not untop during its controller's untop phase. 1/1.

Thalakos Merfolk. SC C ••• 2 5

Shadow. •: Put Thalakos Merfolk on top of owner's library. 2/1. TAA

Shadow, if Thalakos Seer leaves play, draw a card.
Thalakos Sentry
Shadow, 1/2.
Thirst .

Thirst Top enchanted creature. During your upkeep, pay or bury Thirst. Enchanted creature does not untop during its controller's untop phase. Thought Lash EN R s controller's untop phase. All CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. Or: Remove the top card of your library from game to prevent one damage to you. Thoughties

n





Unstable Mutation: Ah, the days...back when creature enchantments just hung around forever, even if their targets stopped being creatures. Why, when we were wee lads, you could have a 5/5 assembly worker every turn that never got -1 /-1 counters. Now you can't even play with Factories in most tournaments. Where has all the magic gone?

Spiny Starfish y Starfish

Regenerate Spiny Starfish and put a Starfish token into play at end of furn. Treat these tokens as 0/1 blue creatures. 0/1.

Regenerate Spiny Starfish and put a Starfish token into play at end of furn. Treat these tokens as 0/1 blue creatures. 0/1. Players don't get an untap phase. Pay a during upkeep or bury Stosis.

al Artifact

LU,R,4th,5th Steal Artifact Take control of target artifact. Steel Enchantm Gain control of target enchantment. TM Gain control or runger season. SC. U •• If the state of t Storm Crow Flying. 1/2. Storm Elemento This semental SC U ••• 5 Femove top cord of your library from the game to top target flying ceature. •• Remove top cord of your library from the game. If it is sow-covered land, Storm Elemental gets + | -1 until end of turn. 3/4. Fly only when a set certain set of the second focation INS U • 1.5

Play only when a red spell deals damage to you. Do 4 damage to that spell's coster Control. Play only when a red spell deals damage to you. Do 4 damage to that spell's costs, Cartin, Sunken (Dty DN C when during upkeep or destroy City.

Sun All blue creatures gain +1/+1. Pay when during upkeep or destroy City.

Sun All Firewalker cannot be the target of red spells or effects. All Sun All Firewalker deals I damage to trapet sreature or player. D/1.

Styclaumite Priest SC U Firewalker cannot be the proper continue or player. D/1.

Firewalker deals I damage to trapet sreature or player. D/1.

Firewalker Cannot be the target of red spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Flying. (a): +1/+1 until end of turn. 0/2.
Tidal Control FN R •• (U; 2). Anyone may pay 2 or two life to counter a red or green spell. -Tidel Hats

■ All of your creatures that are blocking non-thying creatures get first

■ ■ All of your creatures that are blocking non-thying creatures get first
strike until end of hum. Attocking player may pay one for each attocking

Tidel Influence

Put I counter on Tidel Influence, all bus creatures get -2/-0. When
there is one counter on Tidel Influences, all bus creatures get -2/-0. When
there are 3 counters, all blue creatures get +2/+0. Remove all counters
when there are for on Tidel Influence.

Tidel Wave token into niew, Lineat this token or, a 5 % blue creatures but of

Put a Wave token into niew, Lineat this token or, a 5 % blue creatures that

Time Bib Soft C 2 to LG,4th,

Time Benerial Soft C 2 to LG,4th,

Time Benerial Soft C 2 to LG,4th,

Time Benerial Soft C 2 to LG,4th,

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134 INQUEST 36

Word of Undoing INS . rd of Undoing INS C •••
Return target creature to its owner's hand. Any white enchantments you at creature go to your hand.
t Lage EN R Wrath of Marit Lage 304 Top all red creatures. Red creatures do not untop as normal.

Zephyr Falcon IA Falcon
ng. Does not tap to attack. 1/1. 16 4th 5th . IA ② ◆ ◆: Opponent must discard 1 card. Play as a sorcery. 1/1. an Spellcaster SC (••• ② ◆ IA **** 3 6 IA 5th All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card. LG

Kind CR Roting Cost

Sets Found

Description

1A Socrifice a creature to search your library for a creat ... IG Preatures deal no damage during coades Sabboth

SL R ••• 2 20000 + 16, CH VS



Someone on the design team for the Legends expansion seemed to feel that giving a card more than one color would be cool enough that it didn't need any special abilities. That someone was wrong. The ability-lacking summon legends are among the lamest cards WotC has created. For the price of the 5/3 Kasimir, you could have a useful creature like a Sibilant Spirit or a Hand of Justice.

 Socrifice a land: Destroy target land, 1/1.
 Socrifice a land: Destroy target land, 1/1. 2** sire, Holy Avenger St. K
Flying, At the end of each turn, put a +1/+1 counter on Asmira for each creative put into your groveyand from play that turn, 2/3.

Light Gunnerson St. R
Light Gunnerson St. R
Light Gunnerson St. R LG. CH 16 | .. 4000 Cannot be target of enchantments. Does not top to attack. 6/5. 291 MG Islandwalk, During your upkeep, lose 2 life, 5/3. 300 16 ② ◆ ● , ◆: Put a 1/1 red and black minor demon token into play. 2/2 EN 200 Whenever any player draws a card, he ar she reveals that card. If the card is a creature card, that player pays ⊕ life or discords the card.

averous Bloom

EN R

MG Choose a card in your hand and remove it from the go Choose a card in your mana pool. mer Add 👁 👁 or

 Deal 1 damage to target flying creature, 3/2, armalic Armor
 EC R

Put a counter on Assessment and assessment armore. produc Armor

The transport of the trans

(ID). Sacrifice a creature: Prevent all damage to any creature or player from k Heart of the Wood EN C •••
Socrifice a forest to gain 3 life,
rium INS U ••• Inform INS U ••• •• •• M6

Flay only on target opponent's turn. Top target cause that player controls.

That creature deads to the player domage equal to its power. The creature deads and takes no damage in combat this turn.

abolic Vision SOR U ••• • IA

Look at the top five cords of your library and put one in your hand. Put the other four on top of your library in any order.

ordant Spirit SC R *** Cordont Spirit

At end of tropet opponent's turn, put a +1/+1 counter on Discordant Spirit
for each 1 damage dealt to your this turn. At the end of your hum, remove all
these counters from Discordant Spirit. 2/2.

SC R

TM coplosm

SC R
Flying. When you play Drocoplasm, socrifice any number of creatures.

Drocoplasm comes into play with power equal to the total power of the socificed creatures and toughness equal to the total toughness of those creatures. R: Drocoplasm gets +1/+0 until end of turn. */*.
thlink EN R • ③ • • think

Pay 22 during upkeep or bury Earthlink. When a creature is put into the groveyard from play, that creature's controller must socifice a land.

EN R *** mental Augusty

©: Look at top 3 cards of any library and put them back in any order.

Beguilde Caliph

Efying, Trample, Emberwide Caliph attacks each turn if able, for each damage Emberwide Caliph successfully deals, lose 1 life. 4/4.

BY AL

Untop any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.
rgy Bolt SOR R ••• Bo X damage to target player, or target player gains X life. Bury target creature. Creature's controller may counter Essence Vortex by early larget cereure. Creative s confloter may counter Essence vortex by southlines file equal to the creative's foughness.

secretification file equal to the creative's foughness.

When an enchantment is put into a groveyand from play, draw a card. 1/2.

ry Justice

Do 5 damage divided any way you choose among any number of targets. Target coponent agains 5 life. VS Target apponent gains 5 life. Imget opponent gains S lite.

6 (ovenant — INS U → □ □ □ □ □ □ □ □

Fire Covenant deals X domage, divided among any number of target creatures, where X is equal to the amount of life you socrifice.

Flying, hample, Cumulatins C R → □ □ □ □

VS

Flying, hample, Cumulatins E R → □ □ □ □

No green creature on attack unless its controller socrifices a land when that creature attack. VS creature attacks. netic Efree! SC R ◆◆◆ ① ◆ ◆
Flying. ①: Flip a coin; if the flip ends up in your favor, Frenetic Efree! phases out. Otherwise, bury Frenetic Efreet. 2/1 Sacrifice 3 life to destroy a land and a creature. 3 *** brief Angelfire SL R •• 3 • *
During upkeep, Angelfire gains either flying, first strike, trample, or LG. CH rampage: 3 until your next upkeep. 4/4. Black and red permanents and spells are colorless sources of damage. nt Trap Door Spider SC U

□ ♠ ♠ ♠ Giant Trap Door Spider and target non-fattacking you are removed from the game. 2/3. lying creature which is diers EN R • 2 *
All mountains become plains. Pay 4 during upkeep or bury Glaciers.

to Dirk SL R • 3 • * to Dirk

First strike. Creatures with islandwalk may be blocked.

Feast EN R • 1 • Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creaturing Spirit SC R ••• 1 . During upkeep, Halfdane may acquire the aurent power and toughness of a target areature besides leself. When there are no legal targets, Halldome is 3/3."/"
bor Guardian

SC U ••• 2 • * MG
Can blockflying creatures. When it attacks, defender may draw a card. 3/4 | .. 100 is number of green creatures in opponent's graveyard. 1+*/2. Flying, protection from red. 2/3. R .. On the upkeep offer Hazezon enters play, put toke the number of lands you control. Treat tokens as 1/ creatures. Remove all tokens if Hazezon leaves play, noting Gjornersen SL U put " tokens in play, where " is ens as 1/1 red, white, and green ... Rompage: 1, 5/4. SOR U ••• IA Take control of a creature from any graveyard. 140* SL 16 Make all your green creatures +0/+2, 3/2.

orous Djinn SC U ••• 2 •• Physics During your upkeep, pay •• or Vaporous Djinn phases aut. 3/4 orian Gold EC C •• 8 •• Put X counters on target creature and tap it. Creature does not unitap while a counter remains. Remove a counter during creature controller's upkeep. LUR Vesuvan Doppelganger SC R •••• (3 • • L)

Duplicates all characteristics except color of any one creature in play. May Choose one—Target artifact phases out; or put the too tour cause now target player's library into his or her graveyard; or all lands of one type are basis lands of your choice until end of hum.

Vaddian illusionati

SC U W

Vaddian illusionati

SC R

Vaddian Knights

SC R

V FE Ħ Volcanic Eruption

Sor R

LU.X.+th

Destroy X mountains of your choice and do 1 damage to each player and
creature in play for each mountain destroyed.

Volrath's Curse

Et.

Enchanted creature cannot attack, block or play any ability requiring an
activation cast. That creature's controller may sociative a permanent to ignore
this oblitity until end of St.C.

U.W.+th.5th. Flying, 1/5.

Wall of Kelp

• Put a kelp token into play. Treat this as a 0/1 wall. 0/3.

Wall of Vapor
Cannot be damaged by creatures it blocks, 0/1.

Wall of Water

LU. 16 CH 1 11 8 4% IG CH ottock, 1/5 1 11 2 4% Vater Wurm
Water Wurm goins +0/+1 if opponent controls any islands. 1/1.

Waterspout Dijinn

SC U ***

2 ***

Kind CR Rating Cost

If a creature comes into play, return Timid Drake to owner's hand. 3/3 rakes \$C (alphasina 2/4

with the contract of the contr

During your upkeep, put the top seven cards of your library into your graveyard, 7/7.

Flying, 🗖, Tap two creatures you control: Return target permanent to

Sommer Artifact SOR U

Sourfice on artifact to choose an artifact from your library and put it into Day, You must pay the difference if the new artifact costs more.

Twiddle

table Mutation

EC AN.R.4m
Target rearbure gains +3/+3, Pur 1/+1 counter on creature during your upkeep. These counters remain even if Unstable Mutation is destroyed.
Table Shappshifter SC R 40-83

*** . .

Whenever any creature comes into play, Unstable Shapeshin becomes a copy of that creature and retains this ability. 0/1

adie
Tap or untap any single land, creature, or artifact in play.
Itch INS C • 2
Tap or untap target artifact, creature or land. Draw a card.
Sertow EN U • 2

dertow EN U • Creatures with islandwalk may be blocked. SOR C ••

Return target creature to its owner's hand.

ishing EC C

** C: Enchanted creature phases out.

***COUNTY Nilnn SC U

Viscerid Armor

Viscerid Drone Vision Charm

1/2. Vodalian War Machine

Wall of Water

•:+1/+0.0/5.
Wall of Wonder

Waterspout Djinn Flying, During

Flying, 2/2. Wind Spirit

Flying, Win

Winged Sliver
All Slivers goin flying, 1/1,
Winter's chill INS
Destroy X attacking creatures of

Give target creature flying until end of turn. Contric Vanishing EC C

duplicate a different creture during upkeep phase.

Vodalian Mage

SC C

Ounter a target spell unless caster pays an Vodalian Soldiers

SC C

Ounter a target spell unless caster pays an Vodalian Soldiers

Wall of Wonder SC U • 2 • Sive Wall of Wonder +4/-4 and enable it to Water Elemental SC U • 3 •

200

3 ..

.

Wind Spirit cannot be blocked by less than two creatures. 3/2.

ter's Chill INS R • 18 • IA

Destroy X attacking creatures at the end of combat. X connot be greater than the number of snow-covered lands you control. The creatures' controller P ..

may pay 10 or 20 for each creature to prevent it from being destrayed

Banned in Type 1.5 only

Return two target creatures to owner's hand.

.

...

.

SC

Description

Timid Droke

Flying. If a c Tolarian Drake

Tolorian Serpent

Flying, phasing. 2/4. Tolorian Entrancer

owner's hand. 1/4.
Transmute Artifact

Twitch

Sets Found

LU.4th.5th

AN R 4th 5th

11194656

VS

TM

Description

 Bonned Banned in Extended only

Restricted

IA 5th

Jasmine Boreal 4/5.

G. .

MG

LG

MG

MG

VS

DK

LG

TM

IA

IA

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IG

IG

MG

IA

LG, CH

2

2

players g u i d e Kind CR Rating Cost Sets Found

Description ledit Gionen SL 11 16 of the Closed Fist SI 11 ... IG 3449 SI LG, CH 340*

SL K ••• \$ •• 16,
As long as Johan doesn't top or attack, your creatures may attack without tapping. 5/4.

gle Troil

SC U •• 11 •• 21 MG reature's controller damage equal to the creature's power.

the Lane Walf SL U • • • •

Kei Teka ** Prevent up to 2 damage to target creature. 2/2.

All creature: blacking with the control of LG. CH All creatures blacking or blacked by Kjeldoran Frostbeast are destroyed at end of combat. 2/4. SL P ... 344 16

② Do 3 damage to target attacking or blocking creature. 3/6.
Evangela
SL
R
••••
••••
•••
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•••
•••
•••
••• y Evangela SL R ••• ◆ *

• *, ◆: Target creature deals no damage this turn during combat* 1/2 Isoon EN R •••• 2 •• If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapp

: Counter target spell unless that spell's caster pays an additional @ and 1 life. Play this ability as an interrupt. 1/1. ...

Pay 🏟 🏶 🍎 during upkeep or bury Nicol Bolas. 7/7 adia-Mars SL R ••• 🗷 🗭

Flying, trample. Poy ** during upkeep or bury Pollodie-Mors. 7/7.

Pay 3 life per target: Destroy any number of target creaters Lucrezia SL U • @ •

6466 ... MG X creatures gain protection from a single color until end of the turn.

MG ever a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay 4 m

Savage Twister SOR U ••• Savage Twister deals X damage to each creature. Sawback Mantiscore SC R •• Savage Twister deals X damage to each creature. We figure deals 2 damage to target attacking creature. Use only once and only if Mantiscore is in combat. 2/Scalabane's filter or blocking lebane's Elite Protection from block. 4/4. SOR U ••• 800 Look at the top X cards of apponent's library. Remove one from the game and put the rest back on top of that player's library in any order. Whenever Segmented Wurm is the target of a spell or ability, put a -1/-1 counter on it. 5/5. SE enia, Dark Angel SL R ◆◆◆ ③ ◆ ★ Flying. Selenia counts as an Angel. Pay 2 life: Return Selenia to awner's hand, 3/3. uuku's Minion SC U Books Shauku's Minion dools 2 damage to target white creature. 2/2. NS U VS hand 3/3 Simoon deals 1 damage to each creature target apponent controls. Shandlar of Eberyn St. U •• •• •• 4/7 Sivitri Scorzam SŁ U . 500 6/4 n Ship SL R ... She 300 Bury immediately if controller has no islands in play. ©: Put a -1/-1 counter on a creature. 0/3. SC U ••• 00* Flying, first strike. 2/2.

IMPORTATION CONTINUES CONT Fut Stongg Twin token in play, Token is a 3/4 green and red legend. If either one leaves play, the other is buried, 3/4, rm Spirit

rm Spirit

Flying, ◆: Do 2 damage to target creature. 3/3.

This is a second of the s

minimal of the Control of the Contro Add two coloriess mana to your mana pool. 4/4.

pe of Strength

• Add two cooness muru to your manapon of your continues of the continues

may not be targeted by an enchant creature spell. 3/3. LG. CH SI II ... LG. CH 3000 Do 2 damage to target attacking or blocking creature. 3 ten Von Ursus 5/5. Tuknir Deathlock

(a) Pryling Desires EN R ••• (a) © (b) Pryling Desires EN R ••• (b) © (c) Pryling Desires EN R ••• (c) © (c) Pryling Cord a card. Then choose and discard a card. The choose and discard a card. The choose and discard a card. The choose and discard a card. Drago SL R ↔ 3: ◆ • 6: First strike. Creatures with swampwalk may be blocked. 4/4.

shivon Drogon

Flying, \$\infty : +1/+0 until end of turn. \$\infty : +0/+1 until end of turn. 4/4.

\$\frac{1}{4}\$ \cdot \frac{1}{4}\$ \cdot \frac{1} TAA SE ...

nacental wages

** Pay one life to prevent up to 2 damage to any creature.

** Prevent
one damage to any Cleric or Wizzad.

*** Put a -1/-1 counter on trayet
creature you control to prevent up to 2 damage to any player. 0/3.

Tping Wurm

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MG

... Winter's Nic

ter's Highti
When a snow-covered land is tapped for mana, it gives one additional mana
of the same type and doesn't runtap during its controller's next unitap.

d Sage

SC

TM

Wond Sage SC R • 1N 1: Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyord. 1/1. Flying. ••, •: Target player draws a card. 1/2





Volcanic Eruption and Magical Hack: Believe it or not this combo was once the foundation of a popular deck archetype—the blue land destruction deck. You used to be able to target several forests or plains with a Volcanic Erruption and then Hack it so the lands would be destroyed. Once the targeting rules were cleared up, we were reduced to Instill Energied Demonic Hordes.

.

Lady of the Mountain 5/5. SL 11 . 40 16 Lady Orca SL U .. 16 ring Gargoyle
Flying, ♣: Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.
-Dül's Paladin

SC U ••• 2 ◆ ◆ MG Al

Look at the top five cards of your library. As many times as you choose, you ary pay one life to put those cards on the bottom and look at the top five. huffle all but the top five cards of your library; put those five on top of you library in any order.

Ibbrary in any order.

Typus Silane

SL

First strike, legendary landwalk. 4/4.

SOR

U

SOR

U

SOR

This strike, legendary landwalk. a/4.

Look at tranget player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of

d of Tressentron

When Lord comes into play, pay two life and sourlife two creatures; and target apponent draws two cards.
Regenerate, 10/4
lignant Growth

EN R

CU: ID: During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter. Marhauit Elsdragon Rampage: 1, 4/6. Marsh Goblins IG CH SL U .. 3422 SL (•• Swampwalk, 1/1, rieke Ri Berit

SL R ... Opponent chooses: Either you put a +1/-1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.

If Ypymy Hippo

S.C. K

Flygmy Hippo attacks and is not blocked, you may choose to have it deal no cambat damage this turn. If you do, detending player draws all mana from his or her lands and then his or her mana pool is empfied. After combat, add an equal amount of colorless mana to your mana pool. 2/2.

Jiana Essence

S.C. W

MG

MG

MG

MG As long as target opponent controls any black permanents, Radiant Essence gets +1/+2, 2/3. SL R LG * * * , * ; Regenerate target creature. 2/2 3990 LG First strike, 4/3. 16 TM. First strike. G: Regenerate Ranger en-Vec. 2/2. pullin Dreamwase using et al-very to the pullin Breamwase using the Breamwase to the Brut 7 countes on Risputin. Remove a counter to prevent 1 damage to Risputin or add one colories man to lyour anna pool. Add a counter to Risputin during your spicep if he began your than untapped (maximum 7 countes). 4/1.

Ma block creature can attack unless its controller socrifices land when that ... lect Damage
Redirect all damage dealt by any one source to that source's controller, argations

EN R •••

© • *

any card under Purgatory into play.

paradions

Whenever target opponent successfully casts a spell that bargets you or a centure you control, you may draw a condition through you can be spell that bargets you or a All white centures you control gain protection from black. All black creatures you control gain protection from white.

In larghall on Turnbull St. U

St. Add
to your mana pool. 5/7.

k Basilisk SC R

Whenever Rock Recilieb Hands ...

All Bouilisk

SC R

Whenever Rock Bosilisk blocks or is blocked by a non-wall creature, destroy
that creature at end of combot. 4/5.
nooth of Kher Keep
SL R

All your Kobolds of Kher Keep gain +2/+2. Pay a a during upkeep or
Rohgath and Kobolds top and come under trayer opponent's control. 5/5.

School of the Keep gain +2/+2. Pay a a during upkeep or
Rohgath and Kobolds top and come under trayer opponent's control. 5/5.

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Rohgath and Kobolds top and come under trayer opponent's control. 5/5.

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School of the Keep gain +2/+2. Pay a during upkeep gain +2/+2. Pay a during upkeep gain +2/+2. Pay a during upkeep gain +2/+2. Pay a duri

your control or is untapped. You may leave Rubinia tapped. 2/3.

Kind CR Rating Cost Kind CR Roting Cost Kind CR Rating Cost Sets Found Description Description Description Early Harvest INS R •• and Inget player untaps all basic lands he or she control Earthcraft EN R •• and MG ... Citanul Druid SC Add a = 1/1-1 counter whenever opponent casts an antifact. 1/1.

of Solihude

EN R

End player may play spells and abilities only during his or her turn.

kathrice R

Flying, Any non-wall creature blocking or blocked by Cockatrice is destroyed of end of combot. 2/4. I P VS Top an untapped creature you control: Untap target basic land. GREEN lA L.U.R.4th,5th Cockatrice nore

10: Tap land to give a blocking creature +1/+2 until end of turn.

10: Tap land to give a blocking creature +1/+2 until end of turn. roth SC R CU: Put a -1/-1 counter on Aboroth. 9/9. damri, Lord of Leaves Sl. R ... IM.
All Elves gain forestwalk. Elves cannot be the target of spells or abilities. 2/2
damri's Vineyard EN R ... or ena ar comoun. 2/4.

EC U • 6. Complete on target creature you control and top it. Creature does not untap parmally while counters remain. Remove a counter during upkeep.

When lost one is removed, creature gets +1/+1 and flying.

Los Complete of the MG At beginning of each player's main phase, add • to that player's po Elder Druid SC R • 1 SC R In an unit player

S C R In an unit playe All creatures are unaffected by summoning sickness Crash of Rhinos SC C ••• 6 ren EN R •••• @ • • Any player may play a creature card with total casting cost 3 or less Trample, 8/4. Craw Giant Any proyer may play a declared und with float assisting assisting assistant and without poying its assisting assistant and without poying its assisting assistant and under the position of the state of Flyen Cache 3 4 4 4 4 LG,CH,5th Return target card from your graveyard to your hand. Trample, Rampage: 2, 6/4 Elven Fortress n Fortress EN C →

① ◆: Give target blocker +0/+1 until end of turn. FE LU.R.4th.5th (... -Cannot be blocked except by walls and flying creatures. 3/3. en Warhounds LG.4th,5th SC R ... 244 TM If Apes attacks, it does not untap during your next un oria EW U •• 24 If Warhounds is blocked, put the blocker on top of owner's library. 2/2.

Elves of Deep Shadow

SC U

The shadow SC U

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The sh If appea caucus, it oces not untop ouring your next untop proces. 5/4.

Arboric

If a player doesn't cost a spell or gut a cord in play on his turn, creatures may not arboth that player until dreft his next turn.

Arctic Wolves: Elves of Deep Shadow SC U •••

Add to no mana pool and lose 1 life. 1/1.

Elvish Archers First strike. 2/1. Misprint: Alpha listed gover/toughness

Elvish Bard SC U ••• 3 ••• 1 Bury target artifact. Controller gains life equal to the casting cost.

Cycle of Life EN R (0) fic Wolves SC U •• 3 •• (U): @. When Arctic Wolves comes into play, draw a card. 4/5. Bury target anthort, controller gams the equal to the costing cost. Le of Life LN R • 00 ← MG
Return Cycle of Life to your hand; Target creature you summoned this turn is
0/1 until the beginning of your next upkeep, but a + 1/+1 counter on that creature.

None EN R • 2 ← AN, CH ess as 1/2. offliain Pixies

Connot be blocked by artifact creatures. Damage that Argothian Pixies take
from ortifact creatures is reduced to 0. 2/1.

offliain Treefolk

Agothian Research All creatures able to block Bard must do so. 2/4. . Ione EN R AN, CH
Add 1 token per upkeep. Pay or for each token to of 1 domage per token
to all players and creatures. Destroy Cyclone if mana is not paid.

SL R 2 BH
Referent I domage from white creature to Daughter. 2/4.

It U BH
Creatures with forestwalk may be blocked. \blacksquare HL TM FE IG Aurochs

Tromple. Goins +1/+0 for each other Aurochs that othocks. 2/3.

Autumn Willow

S.L. R. *****

Connot be the target of spels or effects. *** Liagst playes may target Autumn Willow with spells or effects fill the end of turn. 4/4.

Avoid fattle

Openhet transfer intermut or each other transfer intermut. Elvish Ranger Al Sives Scout

SC C

Output a target attacking greature you control. Creature neither deals not receives damage in combat. 1/1.

Elvish Spairt Guide S SC U

If Elvish Spairt Guide is in your hand, you may remove it from the game to odd to mana pool. 2/2.

Exercid Chara INS C

Chase one—Unitage target in exemption. Counter target interrupt or enchantment targeting a per duvion Bears SC C ••• •• 14 LÉ S((*** D. 2/2. Barbed Folioge when a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it. LG. CH 0 If Barish is put into groveyard from play, remove Barish from the game, then shaffle all creature cards from your groveyard into your library. 4/3.

you Dragonfly

Figure Transcrape 1/1 Essence Filter

SOR

Uestroy oil enchantments or destroy all enchantments that aren't white.

Both players may put a permanent from their hand directly in play. Players to be turns playing cords until neither wents to play only one permanents. If a yeel has on X in its costs of X X X

Flying, All foeries gain +0/+1. ©: All foeries gain +1/+0 until the end of turn. 2/2.

Fellow Both

Mc

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Mc then struttee beautiful St. St. Flying; swampwalk. 1/1.

INS U ••••• • Berserk

Bouble target creature's power and give it trampling ability until end of turn.

If it affacks, destroy target creature at end of turn.

Birds of Paradise

SC R

LUR 4%.5% is of Paradise SC R LUR 4th, 5th Flying, 4th Add one mana of any color to your mana pool. 0/1. EX K

(U: ②. Flying creatures do not unitop.
ssoming Wreath INS C

Goin life equal to the number of creature cords in your graveyord.
unity of the Hunt INS U Put torget land on top of owner's library. Put target land on top of owner's nature, own Wurm

When Wurm comes into play, discard a land or bury Fallow Wurm. 4/4.

This Ground

EN U •• 20 Gon lite equal to the number of creditive cords in your growyors.

why of the Hunt

You may semiove a green cord in your hand from the game to cast Bourily

You may semiove a green cord in your hands or the game to cast Bourily

Put 3 + 1/+ to contest on any number of target creditives until end of turn

or Shield

EN

Let 1/+ 1. Socrifice: Enchanted creditive gets +3/+3 until end of turn

keen full

EN When would consider the EN U • The Market Consider the Market Cons Give a creature +3/+0 and trample until end of turn.

Fastbond EN R astbond EN R ••• There is no limit to the number of lands you may play in a turn. Does Broken Fall um Broken Fall to owner's hand. Regenerate target creature This one's controversial, given that this card is popular ♠ ♠: Counter an artifact ability that requires an activation cast. 1/ Strwagg

If Bushwagg blocks or is blocked, it gets -2/+2 until end of hum. 3/2. in certain decks. But take away the Rogue Elephants and Heart of Yavimayas and what do you have? A creature Elephant SC (••• @ •
When Bull Elephant comes into play, return two forests you control to that's really hard to play on the second turn, which is really Il Instinct INS C • III
Torget creature gets +1/+1 until end of turn. Can
Sprites SC C • III owner's hand or bury Bull Elephant, 4/4. what you need to be able to do to justify its cheap casting of the Wild EN R •••• @ •• W

@ • Reveal the top cord of your library to all players. If that card is a Flying, . . . Add to your mana pool. 1/1. cost. The Wurm may slot well in one type of deck, but in 34 ling Drake

Flying, If Flating Drake blocks or is blocked by any creature, that creature
gets +1/-1 until end of turn, 2/3

red Sepuzzem

If Floral Spuzzem attacks and is not blocked, you may destroy a target
artifact under opponent's control without dealing damage, 2/2,

INS

LV, 4th, MG, 5th Campoullage INS U LI Reveal me to state of up to the state and the state of the sta most, it's a lame duck. MG artifact under opponent's coathol without dealing damage. 2/2.

Fog INS LUR,4th_M6,5th
Folk of An-Harve SC LUR,4th_M6,5th
If assigned as a blocker, folk get +2/+0 until end of turn. 1/1.

Folk of the Pines SC LOB Al Cannot be the target of spells or effects. 6/1. TM MG Canopy Spider can block creatures with flying, 1/3 HL 5th +0/+2. Socrifice Carapace to regenerate the creature it enchants.

Carnivarous Plant SC C •• •• WL BK 4th Creatures cannot be the target of spells. Counts as a wall. 4/5. AN R 4th 5th Destroy torget permonent. -SC (*** 000 LG.CH.5th Warriors Forestwalk, 2/2. (*** IA Dire Wolves SOR J ** · Ch Goins banding if you control any plains, 2/2, towl Wurm Goins bonding if you control any plains: 2/72.

Distraced Warm SC. R **

Whenever any opponent plays a land, put a + 1/+1 counter on Wurm. 3

Downdraft Sels 2 domage to each results with flying.

Downdraft Sels 2 domage to each results with flying.

Destroy lowest-spowered creature during your upkeep. Drop of Honey is decreased what there are no more creatures. TM Choke EN U

Stands do not untap during their controlles; untap phases.

Choking Yines INS C

Play only when blockers are declared. X target attacking creatures are considered blocked. Yines deals 1 damage to each of those creatures Chub Toad destroyed when there are no more cres

Durkwood Boars SC C 16.4th.5th Gains +2/+2 until end of turn when blocked or blocking. 1/1. **Enchant World** Banned in Type 1.5 only Restricted Enchant Artifact Artifort Creature Banned in Extended only Banned

Sets Found

Sets Found

2



Z

Description

g u i d e S Kind CR Rating Enst Sets Found

Freyalise's Charm EN U .. Put a wind counter on any permanent whenever it b

Permanents with wind counters do not untap. Instead, remove all wind countes on those permanents.

Frog Tongue

When Frog Tongue comes into play, draw a card. Enchanted creature can TM

Whenever any player successfully casts an enchantment spell that targets

Whenever any player successfully casts an enchantment spell that targets TAA Fugitive Druid, draw a card. 3/2. FF

gal Bloom

♣ Put a spore counter on target Fungus.

SC R •••

Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.

Fyndhorn Brownie SC C ••

Description of Control of 2. IA dhorn Druid SC (•• 2 •• If Druid is put into groveyeard after it blocks, gain four life. 2/2. dhorn Elder SC U •• 2 •• A

◆: Add ◆◆ to your mana pool. 1/1 dhorn Elves SC C

Gaea's Blessing SOR U +++ The True Torget player shuffles up to 3 target cards from his or her graveyard into his or her library. Draw a card. If Goea's Blessing is put into your graveyard from the card to the card the put of the province of the card to the card to the put of the put o

or her library. Draw a card. If Goed's Blessing is put into your groveyout from your blaury, shifly over proveyor into your blaury. All the your blaury shifly over proveyor into your blaury. All the young the young of the youn attacking, Gaea's Touch

gantuan Gorilla St. K

During your upkeep, socrifice a forest, or bury Gorilla and take seven bearing your upincept, southink is trained, in ourly bottom and take seven damage. If you sortifice a snow-covered forest, fortilla gains trample until end of hum. 4°: Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.

Giont Turtle LG ... Giant Turtle may not attack if it did so during your last turn. 2/4. Gibbering Hyenas MG 2. Gibbering Hyenas cannot block block creatures. 3/2 of the Woods
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 till end of turn and you gain one life.
of Reincornation INS (Glyph of Reincarnation A Trample, rampage: 2. Cannot be blocked by 1 or 2 creating Chieftain SC (••• 2 ••• Al SC (• IA. Foresthome, 3/3, nger Guildmone Granger Guildmage SC M6

★ ♠ Target creature gains first strike. ♠ ©: Granget Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1. U.R.4th,5th L.U.R.4th,5th

. SUS . U .

Hail Sto INS II .. -Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.

Hall of Gemstone EW R -During each player's upkeep, that player chooses a color. Until end of turn, each mono-producing land produces mono of the chosen color instead of its normal color. producing and produces man of the drosen older released of its normal color.

Trever INS U • 2 IM

Socrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.

The into play is the WL TM Heartwood Giant SC R • 3 • 4

Socrifice a forest: Giant deals 2 damage to target player. 4/4.

Heartwood Treefolk SC U • 4/4. TM TM Forestwalk, 3/4. Hidden Path EN R ... **** DK All green creatures gain forestwalk. (. -16 First strike. 2/1. ned Sliver SC All Slivers gain trample, 2/2. | *** TM med Sliver 2. Hot Spr . damage to any target ©: Top land Hot Springs enchants to prevent 1 dor HL 5th During your upkeep, pay of or bury Hungry Mist. 6/2.

Tricane SOR U SOP

Do X damage to all players and flying creatures. LUR 4TH IA 5th

Flying. . Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.

IA





I hsan's Shade and Wrath of God: Speaking of targeting, the effects of protection from a color were very unclear in early days of Magic. For a while, a creature with protection was not affected by any spells of the protected color, including global effects like Wrath of God. Can you imagine the confusion this raised with "you choose" cards like Bolonce?

1.11

azban Ogre

SC

During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.

In Bodger

In Bodger

Sc. C Section 18 bodger and 18 bo

Freat this token as a 1/1 green creature with flying, 3/3

Giant Growth

Target creature gets +3/+3 until end of turn.

Giant Mantis

SC (••• ••• L,U,R,4TH,IA,5th MG

Giant Months can block creatures with flying, 2/4,
Giant Spider
Giant Spider LUR4th.5th Instill Energy LU.R.4th,5th You may untop creature one extra time during your turn; target may attack when it comes into play.

Ironroat Treefolk SC C •• .. LUR 4th 5th Johtull W IA,5th MG HL MG

MG Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5. 344 iper Order Druid SC C

→: Untap a land of your choice. 1/1. 1A MG . Koroo Meerkot Protection from blue. 2/1 tabatic Winds EN abdits Winds

Fin S

Fhosing. Creatures with flying cannot attack, black, or use any ability that includes

includes

in the activation cost.

SI. R 16.4th.5th You may play King Cheetah whenever you can play or SC U ••• S • TM Krakilin 899 killin SC U *** *** Regenerate, 0/0. Comes into play with X +1/+1 counters on it, U **: Regenerate, 0/0. Izu L R L L When target land is tapped, it is destroyed. The player who just lost a land Kyscu Drake First strike, 2/2. Leoping Lizard

SC C

Def Flying and -0/-1 until the end of turn. 2/3

Ley Druid LU.R.4th.5th ©: Untop a land of your choice. 1/1. IA.5th Enurgory

equols the total number of creatures in all grow-yards. */*+1.

Lichenthrope

For each 1 damage dealt to Lichenthrope, put a 1-/-1 counter on it instead.

During your upkeep, remove one of these counters from Lichenthrope. 5/5.

Liege of the Hollows

SC R *** (2 ***)

Will If Liege is put into graveyord from play, each player may pay any amount of mana to put that number of 1/1 green Squirtel tokens into play, 3/4.

Torce

EN U

LUR,4th,5th ◆ • : Counter a black spell as it is being cast . lace INT R • Changes the color of one card in play to green.

Living Artifact

Fut 1 counter on target artifact per life you lose. During upkeep, you may LUR4th 5th trade one and only one counter for 1 life and EN R eat all forests in play as 1/1 creatures. ng Plane EW R

All lands are are now also 1/1 creatures.

nowar Behemoth SC U

■ 3 4 4 WI | **** Tap a creature you control; +1/+1 until end of turn. 4/
rowar Druid SC C Socrifice Llanowar Druid: Untap all forests. 1
 SC C L,U,R,4th,5th 2. When Unnowar Sentinel comes into play, you may pay 10 to search your library for a Unnowar Sentinel card. Put that card into play, 2/3. ust Swarm SC U ••• 3: • .

Flying, • Regenerate, • Unitap Locust Swarm. Use only once each turn. 1/1 LUR 4TH IA 5th lure FC | *** -All creatures that can block target creature must do so. Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played. used for summon spells. Mindbender Spores.

SC. R. A. M. Mindbender Spores Spores blocks a creature, put 4 counters on the creature. During controller's unitap, remove a counter from the creature. As long as creature has any counters, if does not unitap as normal. 0/1.

Mirri's Guille R. R. T. II. During your upkeep, you may look at the top three cards of your library and put them back in any order.

Sets Found

Mangrel Pack is put into any graveyord from pley during combat, put tou Hound tokens into play. Treat these tokens as a 1/1 green creatures. 4/1 Mortal Wound f damage is dealt to enchanted creature, destroy it.

Monster SC C 3

Mtenda Lion Indiction

SC C

If Mtenda Lion catacks, defending player may pay to have it deal no combat damage this turn. 2/1.

All Slivers get +1/+1, 1/1, convuit Ocze P ...

Meanwall Gaze SC R

UI: @. Mwonvoli Oaze has power and toughness each equal to 1 plus is last poid cumulative upkeep. 1+ /21+

Natis Rep

SC AN, 4th

If Natis Rep

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2 9

Kind CR Roting Cost

Creatures deal no combat damage this turn. Gain 1 life for each attacker relation EW R • IA IA glower olav with that have

R ..

When Elephant comes into play, socrifice a forest or bury Elephant. 3/3

ats of Life EN U ••• (the chosen type that target

twalla SC C ••• 2 ♣

1 ♣: Rootwalla gets +2/+2 until end of turn. Use this ability only once

544

All mane-producing lands now produce colorless mana.

Roots FC U •• G •• Top target creature without flying. That creature does not untap Roots of Life EN U ••• III •••

All players play with their hands face up.

Snow-covered forestwalk, 1/2, Ritual of Subdual EN

Islandwalk. : Regenerate, 2/1.

Root Maze EN R ••
All artifacts and lands come into play tapped.

Sets Found

LG. CH

IA

IA

VS

TM

TM

HL

TM

Description

Poor Natural Selection. This card has great artwork, but WotC keeps coming out with better cards that do something similar, Visions, Brainstorm, Portent, Sylvan Library, Mirri's Guile... It seems like Natural Selection has become less useful with each expansion. So the more Magic cards that have been created, the more Natural Selection has diminished in value. What would Darwin have to say about that?

R ... 244 EN During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

INT C • Counter target artifact effect that requires an activation cost.

Orian Bodger

SC R

2 Rysorian Bodger amont enect man requires an activation cast.

Rysorian Bodger is not blocked, you may have it deal no damage this turn. Instead, senove from the game no more than two creatives from opponent's groveyord, Goia one life for each creature removed. 2/2.

Sobertaoth Gobara S. M.6

A player damaged by Sabertaoth Cobro gets a poison counter, During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.

distorm

INS

AN,4th AN,4th,MG Do one damage to all attacking creatures. DK ••, •: Destroy target enchant land, 1/1. 2. IA.5th and Randits SC R ... DK 244 rwood Bandits

Forestwork.

Forestwork. remoder riag

SC U

Remove forestwalk from target creature forestwalk until end of torm. \$\phi\$:

Remove forestwalk from target creature until end of torm. \$\phi\$:

Remove forestwalk from target creature until end of torm. \$1/1.

DK,CH

Scripte Scoreinge Folk to destroy target orifloct. \$1/1.

Tagnish Telephone folk to destroy target orifloct. \$1/1. DK,CH,5th

Scregnoth SC U TM
Protection from blue, While Scrognoth is being cost, it cannot be countered. 3/4.
Scryb Sprites SC C LUR, 4th, 5th

dling Charm Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn. ds of Innocence SQR R ••• • M
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's costing cost.
ker of Skybreak SC

Contact to the second Seeker of Skybreak Serene Heart Destroy all local enchantments. Forestwalk, 1/1. Shelkin Brownie Target creature gets -5/-0 until the end of turn. traper creature gets -5/40 until the end of trum.

Singing Tree

Reduce attacking creature's power to 0 until end of trum. 0/3.

Skysthroud Elf

Add ♠ to your mana pool. 0: Add ♣ to your mana pool. 1

Skysthroud Ranger shroud Ranger

Shroud Ranger

Charles a land in your hand and put it into play. Play as a sorcery. 1/1. shroud Irall

Regenerate Skyshroud Irall 3,73.

Make Regenerate Skyshroud Irall 3,73.

Kanger Skyshroud Foll 3,73. wblind EC R

■

Target creature gets -*/-*. * is the number of snow-covered lands the defender controls when creature attacks. Otherwise, * equals number of snow-covered lands creature's controller awns. Snow-covered lands creature's controller owns.

Spectral Bears

If Bears SC U

If Bears is declared as an attacker and defending player controls no black cards, Bears do not unitap as normal near unitap phase. 3/3.

Foiler Climb

You may play Spider Climb as an instant; if you do, bury it at end of turn.

Circulture gets +0/43 and can black reachuses with flying.

Spike Drane

S re Cloud INS C III FE
Top all blocking creatures. No creatures in combat do 0 damage. No creatures now in combat untap as normal during their controller's next untap phase.

re Flower SC U FE To rower SCUU To counter on Flower during updage, Remove three counters from Flower to prevent creatures from depling damage in combat. 0/1.

SCUUTE OF THE COUNTY OF THE In prevent destinates from bearing burnings in control. by 1. If \$1.00 \text{Mis}\$

Stocking Tiger cannot be blocked by more than one centure. 3/3. Impede

IN \$1.00 \text{Mis}\$

All ottacking creatures get thample and +1/+0 until end of turn.

WS

Trample. During your upkeep, return a green creature you control to owner's hand. 5/4. INS U Do 1 point of damage to apponent for every card he has in hand. Trip target creature with flying, and f Life

SOR C 8 LU.R.4th,5th Target player gains X life. Striped Bears When Striped Bears comes into play, draw a card. 2/1
ted Growth SOR R SC (.. WI Torget player must put three cards from his hand on top of his library. due INS C
Target deals 0 damage. It gets +0/+X, where X is its casting cost.
umer Bloom SOR U up a IG VS You may play up to three additional lands this turn erior Numbers SOR U •• Poel to toget creature 1 damped for each creature you control in excess of the number of creatures target opponent controls. If Sylvan Hierophant is put into any graveyard from play, remove Sylvan Hierophant from the game, then return a creature card from your graveyard

Hisrophont from the goine, then return a creature card from your graveyout to your hand. 1/2.

Sylvan Library

You may draw 2 extra cards during your draw phase, then either put two of the cards, drawn this turn back or sourtike 4 leves per card not replaced.

Sylvan Paradise

INS U

Graph the color of one or more creatures to green until end of turn.

Tarpan

You gain 1 life if Tarpan goes to the graveyord from play. 1/1.

Tasts of Paradise

SQR

All

SGIN 3 life. Gain 3 life for each 1 we you pay over the casting cost.

Thadlid

SC

Put a counter on Iballid during unkneen. Remove 3 counters to put a

controller may pay * to untap one and only one creatu

Enchant World Enchant Artifact **Enchant Land**

Summon Legend

LG,4th,5th

Restricted

Kind CR Rating Cost

Socrifice a green creature: Search your library for a green creature card, put it into play as if it were just played, then shuffle your library. ural Selection INS R L,I

344

0.4

.

R **** *** ure's Wrath

During your upkeep, pay

or bury Nature's Wrath. Whenever a player

puts a Swamp or black permanent into play, he sacrifices a Swamp or black

permanent. Whenever a player puts an Island or a blue permanent into play,

24

3.

**

24

244

damage to you. 4/4.

Look at top 3 cards of any library. You may then shuffle that library ural Spring SOR C 3

Natural Spring
Tonget player gains 8 life.

Natural's Chosen
Play on one of your creatures. Or: Undap creature. Use only during your time
and only once per turn. Or: Top creature to untop a permanent. Use only if
enchanted creature is white and only once each turn.

Nature's Loire SQR U SQR U NATURE SQR NATURE

Wight Soll

10: Take two creatures in any graveyord and remove them from the game to put a Soproling token, a 1/1 green creature, in play.

Nurturing Lidd

SC U

11

Till rituring uod

\$\text{S}\$. U do

\$\tilde{\text{C}}\$ is discovered by an account of a continue enchantment that reads \$\tilde{\text{C}}\$: Regenerate enchanted creature* instead of a creature. Move Licid and target creature. You may pay \$\tilde{\text{D}}\$ to end this effect. 1/1.

For a continue of the c

All creatures you control get +3/+3 and gain trample until end of turn.

Prode usen

SC R

Powerleech

Gain I life each time an apponent's artifact becomes tapped, or each time
the activation cost of an apponent's artifacts is paid.

Prodesh Gypsies

LG,4th,5t

adesh Gypsies SC C 2 L6,4th,5th.

10 C See target creature ?/? Juntil end of turn. 1,71.

Herred Selection EN R MG

At the beginning of your draw phase, look at the bop two cards of your bibrary and choose one. Put that card on the bottom of your library, or socifice Preferred Selection and poy 2 to time the card.

Burling player's upkeep. Primal Order deals 1.4.

H. 5th.

During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.

My Allasaurus SC R ••• 2 • IA

◆ Target land becomes so that the state of
ij ...

50R R ...

Internation

If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.

SOR C

Banned in Type 1.5 only

ewal SOR C • 12 • HI.
Socrifice a land to search your liborary and put a basic land into play. Contrip.

EC (..

◆: Regenerate enchanted creature. Regrowth
 Bring a cord from your graveyard into your hand.

INC U

...

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(B) 👁

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H DA

(6,4th,5th

MG TM

TM

WI

Scryb Sprites Flying, 1/1.

LUR,4THJA,MG,5ft

Artifact Creature

AC Artifact Cream CR Current Rarity

SC

SE

=number of forests you control. 1/.

ther Beetles SC (••• 2

Pincher Beetles cannot be the target of spells or ab

EC

Description

Natural Selection

Natural Spring

Nature's Kiss

Nature's Lore

Nettletooth Diinn

Pale Bears

Islandwalk, 2/2.

6/3. People of the Woods

Pincher Reetles

Primal Order

Pyknite

Pygmy Allosaurus

wampwalk. 2/2.

ability only once each turn. 1/1.

All lands are 2/2 creatures.

Nature's Wrath EN

he socrifices an Island or a blue permanent, dle Storm SOR U ••

During your upkeep, Nettletooth Dijnn deals 1 dar Niall Silvain SC R

★★★★, ❖: Regenerate target creature. 2,

Needle Storm deals 4 damage to each creature with tetooth Dijinn SC U ••• @ •

Sets Found

1.0

IA.5th

TM

TM

MG

DK

18

VS

DK

TM

16

Description

River Boo

Rootbreaker Wurm

Trample. 6/6.

each turn, 2/2

guide players Kind CR Rating Cost

Name

. .

Sets Found

WI

Description Thermokorst SOR 0.00 Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4. Thorn Thallid During your unkeep and the second of the Destroy target land. You gain one life if that land is sn Thicket Basilisk SC U ••• 3 ••

counters to have it deal 1 damage to any target. 2/2.

ughtlech EN U

Gain 1 life whenever target opponent tops an island.

ber Walves SC R LUR4th

Bonds, 1/1. Tinder Woll Scarifice: Add . . . Scarifice: Do 2 damage to creature it blocks. 0/3.

Initia's Song EN U AQR,4th,5th

Every non-creature artifact loses its abilities and becomes an artifact creature

permanent and put a counter on Tornado. Use only once each turn.
Touch of Vitae INS U •• 2 •

3/3. Tranquil Domain INS (.... Destroy all global enchantments.
Tranquil Grove EN R

Tranquility
Destroy all enchantments in play.
Sor U ••• C **** 2 L,U,R,4th,5th,TM

position to the state of the st TM nami
Destroy all islands in play.
SOR R.

Typhoon SOR R •• 2

Do 1 damage to apponent for each island he control
Uktabi Efreet SC C •• 2 200 (U: ●. 5/4. (.. .

Uktobi heerie
Flying, © Scorffice Uktobi Feerie: Destroy traget enfloct. 1/1.
Uktobi Orenguten SC U
When Uktobi Oranguten comes into play, destroy traget enfloct. 2/2.
Uktobi Wildcats
SC S
Scorffice forests you have.
Scorffice forests Regenerate. */*
Undergrowth

Sergrowth INS (◆ ◆ No creatures deal damage in combat this turn. If you pay ② ◆ in addition to casting cost, Undergrowth doesn't affect red cre

0.0

All non-wall creatures in combat with target are destroyed after combat. Venomous Breath INS . 3.

All creatures in combat with target are destroyed aft During each player's upkeep, that player puts a Soproling tol Treat this token as a 1/1 green creature. 7/7. digris

NS U Verdant Force Destroy target artifact.
Verduran Enchantress SC

Distribution registers of the control of the contro R .. L,U,R,4th,5th

WI Untap all creatures you control.
How in the Weeds SOR R ••• ... Each player puts a 1/1 green cat token into play for each of his untopped fore If of Brambles SC U LUR, 4th, L,U,R,4th,5th Regenerates. 2/3. SC LU,R,4th 11 ... 2.

Wall of Pine Needles U .. 34 ◆: Regenerate. 3/3.

Wall of Roots

Put a -0/-1 counter on Wall of Roots: Add ◆ to your mana pool. Use this MG

ability only once each turn. 0/5.
Wall of Wood SC . L.U.R.4th U .. EC 2. L,U,R,4th,5th Bo 1 damage to controller of target creature during upkeep.

Ir Mammath SC C ••• 3 • L.U.R.4th,5th

Trample. 3/3. Warthoo SC (*** Swampwalk. 3/2.

EC R Target creature gains +0/+2 and may block flying creatures. ispoarnill SC U BK

Target may not regenerate or be to target of damage-preventing effects, ill traget opes to graveyord, remove if from the game. 1/1. If it is grave to see the graveyord, remove if from the game. 1/1. If it damages opponent. 1/1. In If it damages opponent. 1/1. In If it is dama INS | All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may socrifice a snow-covered land to return it to hand. Put six +1/+1 counters on Wirtiga. During your upkeep, put a +1/+1 counter on Wirtiga if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.
Wild Elephant SC C ••• 3 €

Trample, 3/3. Wild Growth Target land provides an extra when tapped for mana.

Through the second Willow Faerie

Flying, 1/2. Willow Priestess Take Faerie from your hand and put it directly into play. 2 . Target green creature gains protection from black until the end of turn. 2/2.

P ... 222 AN, CH 1 2 2: Steal an artifact. 1/1. LUR 4th Flip a coin; Ifyou win, target areature gets +1/+1 until end of turn. Con MG AN,4th ⇒: Top a wall. 1/1. can's Tower
Target defending creature gains +3/+1 till end of turn.
from Cairo ΔN 000 From Cairo

You cannot be reduced below one life due to damage. 0/1.

INS C ● ③ ● bush
All blocking creatures get first strike.
SC C •• HL 40 First strike. May attack the turn it comes into play on your side, 3/1.

Zerrin Ruins

EN R •• 2 3 3 A creature type of your choice does not untap during untap phase. tha Ancestor SC R • 10

Torget Minotaur gets +1/+1 till end of turn. 1/
tha Bodyguard SC C • 10 00 sba Bodyguard First strike, 2/3. SC (*** 30 ♠: Do 1 damage to target creature or player. 2/2.
ba Spirit Crafter
SC
R
♠
Ø
Ø
♠ LU.R.4th,IA.5th All minotours get +1/+0. 1/3. roy all white permane cient Runes EN U •• During each player's upkeep, Ancient Runes deals 1 damage to that player nts. EN

D





Fungasaur and Pestilence: Besides being great fun to say, Fungasaur could be a potent creature back when he could get multiple counters in one turn. Every time Fungie would take a hit, he'd get bigger. With repeated Pestilence blows, you could quickly balloon your plant-critter into a fungal terror. Now go on-say "Fungasaur" in a deep voice. See?

low Satyv Styv Styve St Tap X target creatures. Do 2 damage to each target flying creature ter's Grasp SOR U ••• ■ ••• Winter's Grosp TM Destroy target land. Iverine Pack 50 0 00 IG 5th Rompage: 2, 2/4. SC R S S C Triffice * untropped forests when costing Wood Elemental. */*.

Mammoths SC (** U **

ns tromple if you control LG IA Gains trample if you control any snow-covered lands. 3
Woolly Spider SC C ... Construmine a your control any standard water a mins. 3/2.

Woolly Spider S.C. ••••• M. ••• M. Obes not fily, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.

Worldly Turtor N.S. U ••• M.G. Search your library for a creature card and reveal that card to all players. AN,5th imaya Andents

SC C

+1/-2 until end of turn. 2/7.
imaya Ants

SC U Al Al Trample. (U: ••. Unaffected by Summoning Sickness. 5/1.
Yavimaya Gnats SC U ••• •• IA Flying. ♠: Regenerate. 0/1. RED

Active Volcano INS C
Destroy a blue permanent or return an island to own

Exathi Berserker SC U

2 16 Rampage: 3. 2/4. Ether Flash Rampage: 3. 2/4.

ter Flash

EN U

WL

When any creature comes into play, Flash deals 2 damage to that creature.

Ershock

SOR C

TM Destroy target artifoct, creature, or land. Aftershock deals 3 damage to you, and of Stromgold SC A ent of Stromgold

Compared to the Compared to

for each artifact he or she controls. SOR R .. Remove all permanents from the game. Discard your hand. 2222 orer Guildmage SC C

So So Target creature gets +1/+0. So Target gets +0/+1.1/1

INT C

Total Blast Counter an artifact as it is being cast. AQ R 5th O , Socrifice an artifact: +2/+2. 1/2. 2822 Destroy X snow-covered lands.

Backdraft INS Do half the damage (round down) done by one sorcery to its caster. 32 R 000 When Horde enters play, randomly discard a cord or bury Horde. 5/5. SC 800 duvion Hydro

HV X + I/4 Counters on Hydro when it comes into play. 40: Remove a
+ I/40 counter to prevent I damage to Hydro. 40: Put a + I/+0
counter on Hydro during you supkeep. 0/. I
duvien Mrs. Hakers

SC

Al
Remopoge: 1. War-Makers

SC

R

OK, 4th, 5th

UK, 4th, 5th

| The control of the ush end of nam. Return cerebute in its owners shall do end of nam. 1/2.

Foch Silver gains "@: This creature gets +1/+0 until end of hum." 2/2.

NS R ••• @ @ @ MG

Target recenture gains transfe until end of hum. hat creature gets +1/+1

until end of hum for each creature that blocks it.

unfill end of furn for Goots creature man areas in:

Bestle Frenzy

All your green creatures gain +1/+1 until end of furn. All your other
creatures gain +1/+0 unfil end of hurn.

Bestls of Bogardan

SC U ••• C LG

Protection from red. Gets +1/+1 if apponent controls white cords. 3/3

Bestle Fury

If enchanted creature attacks and is blocked, it gains trample and gets LG, CH +4/+0 until end of turn. Contrip.
othed of Fire EC C •

+4/+0 unit end on turn. Lorump.

WL
Socrifice on untapped ceoture: Enchanted ceature gets +2/+0 until end of turn.
Socrifice enchanted creature: All creatures you control get +2/+0 until end of turn.
Maiden
AN, 4th, 5th Flying. 1/2.

Blazing Effigy SC C •• (1 12)
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal ne damage done to that Effigy. 0/3. 200 nd Fury All creatures lose trample until end of turn. Double all combat damage All creatures lose trampie unin assigned to creatures this turn. MG Counts as a wall. 5/2. od Frenzy INS C ••• ID TM.

Target attacking or blacking creature gets +4/+0 until end of turn. At end of Treat all non-basic lands as basic mountains. odrock Cyclops

Bloodrock Cyclops attacks each turn if oble, 3/3 WI 22 20 If Bogardan Firefiend is put into any graveyord from play, it deals 2 damage In organization research is put into any graveyora from play, it deals 2 domage to target reclaim. 2 C. R. ◆ ② ③ ⑤ ⑤ V. S. Flying, If Phoenix S put into any graveyord from play and has no counter as fix, return Phoenix to play and put a counter on it, if Phoenix is put into any graveyord and has no counter on it, return Phoenix to play on any organization of the put into any graveyord and has a counter on it, remove it from the game. 3/3. INS U ••• 40 Destroy all islands. DESTRIP VAN DESTRIPT VAN DESTRI WL CU: Target creature's controller may not cast summon spells. FE.5th Cannot be assigned to block creatures of power greater than 1, 3/2.

there of Fire SC C DK.4±.5± Do one damage to any target and one damage to you. 2/1
 The EC C LG,4m,5m der's Bane SOR (••• & •• Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bane deals 1 damage to that artifact's controller. Carryon Orake

Flying, 4b, Discord a cord of random: Carryon Drake gets +2/+0 until end of bem, 1/2.

Carryon Wildcot

SC C Mountainwalk, 2/1. SC | .. 499 People get +1/-2 until end of turn when they are attacking. . . . Give target creature mountainwalk until end of turn, 1/4.

Coverns of Despair EN R → ②

■ No player may attack or black with more than two creatures each turn. in Lightning

SQR C Sommon SQR C Sommon SQR C Sommon SQR C Sommon C SQR Chaos Chorm

Target creature is unofficited by juminoring sickness this turn; or Chaos Charm deals I damage to a creature; or destroy traget wall.

Chaos Notrileguin

S. R. ...

Remove top cord of your library from game. If it is a land, Hadiequin gets 4/0 until end of turn; otherwise, Hadiequin gets -2/+0.2/4.

UNI R. LU.R.4th nondace
Changes the color of a cord being played or in plays to red.

Dos Lord
First shike. Chaos Lord is undiffered by summoning scheess, but not the
first shike. Chaos Lord is undiffered by summoning scheess, but not the
first shine it comes into play. If the number of permanents in play is even
during your upkeep, opponent gons control of Chaos Lord. 77.

If the number of permanents during an upkeep is odd, all set creatures gain

4.74 Intelligentary in equations conduct an endificional is if it is even all the control. Chaos Lord In the restrict or perimanents during on upuceep is odd, an lead creatures with H/+4 and all mountains produce an addition Φ if it is even, all red creatures get -1/-1 and all mountains produce colorless manu.

When the subject of the subject o suffic Goo

SC R

Chootic Goo comes into play with fitnee +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, oud a +1/+1 counter to Chootic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.

Bostroy longet creature. If the creature is white, Cinder Cloud deals to that Goder Cloud creature's controller damage equal to the creature's power. During your upkeep, Cinder Giant deals 2 damage to each other creature you control. 5/3. 8 W der Wall i Blocks, destroy it end of combot. 3/3.

ne of Rome

COR U

Choose three target creatures and/or players. Cone of Flame deals 1 domage to the second, and Johnnage to the 1 second, and Johnnage to the 1 second, and Johnnage to the 1 second. and 3 damage to the third Take control of target land. toxe control or target into: U = MGPlay on a non-Wall creature. Creature gets +1/+0. During your upkeep, at that creature has three of those counters on it, buty the creature and it does to its controller. an amount of damage equal to its power.

LG Creatures with mountainwalk may be blocked. Flying St. © D X damage to target creature. Spend red mana only. 6/6. Crimson Kobolds are red creatures. 0/1 LG.4th.5th SC 200 mson Marintore

Flying, → Do 1 damage to an attacking or blocking creature. 2/2.

Thying, If Roc blocks a non-flying creature, it gets +1/+0 and first strike MG until end of turn, 2/2. okshank Kabolds okshanik Kobolds SC C •
Crookshanik Kobolds are red creatures. 0/1,
wa of Flames EC C ••• LG : Enchanted creature gets +1/+0 until end of turn. : Return Crown of nes to owner's hand. Flormes to owner's hand.

See of Marit Lage EN R •••

Top all islands when Curse of Marit Lage comes into play. Islands do not untop during their controller's untop phase.

SOR R •••

SOR R ••• Top target creature. That creature deals damage equal to its power to Top target creature, another target creature. INS m Spark

Do I damage to any target. At end of upkeep, if Spark is in your grav-yord



Like Natural Selection, Artifact Blast is a victim of better cards. In the case of the Blast, that better card already existed. While there are times when countering an artifact can be useful, it's generally more worthwhile to use a Shatter. The flexibility of being able to destroy an artifact already on the table makes Shatter and its equivalents infinitely more useful-and renders Artifact Blast proportionately useless.

with a creature directly above it, you may pay 10 to pick up Spark.

Desertwalk Immune to damage from Deserts. 2/2. perate Gambit INS U •• WI Flip a coin; target appanent calls heads or tails while coin is in the air. If the Fig. 12 on, sugget apparent can recurs or answere can is in me or. If the file ends up in your favor, double the damage dealthy to source you control. Otherwise, prevent all domage from that source.

S.R. U ••• S A.4 4th,5th
Destroy target artifact and do X damage to its controller, X is the casting. cost of the ortifoct. INS R ... Dragon Whelp dies at end of turn. 2/3.

serven Armorer SC R •• serven Armorer SC R ••

Sc R ••

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Sc R ••

S r on target creature. 0/2. arven Armory

EN R ••• 2 ••

2: Sorrifice a land to put a +2/+2 counter on a creature. You may only Do X damage, divided evenly among all of opponent's L,U FE

arven Nomad

SC C

ST Target creature with power 2 or less is unblockable this turn. 1/1.

arven Pony

SC R

ST Target Creature with power 2 or less is unblockable this turn. 1/1. arven Pony

SC R

SC R

SC R

The second of turn. 1/1.

SC R

SC R orven Sao Clan

S C U

2 a Tokking or blocking creature, Only use if creature's controller controls any islands. 1/1.

arven Soldier

FE. rven Soldier SC C → (D → FE,5th If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1. of turn, 27 1.

arven Song INS U

Change color of any number of target creatures to red until end of turn,

arven Thaumaturgist SC R

Control of turn, 27 1.

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Control of turn, 27 1. arven Thaumaturgist SC R •••

Switch power and toughness of target creature until end of turn. Effects that after that creature's power after its toughness instead, and vice verso, until end of turn. 1/2. SC 32 If Dwarven Vigilantes attacks and is not blocked, you may choose to have deal no combat damage this turn. If you do, Visilantes deals an amount of damage equal to its power to target creature. 2/2.

arven Warriors SC C LUR, 4th, 51 AQ.R LU,R L.U.R.4th 4/5 47.5.

Do X damage to all players and non-flying creatures in play.

in Lair

EW R •• ③ ● MG reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. Move Enroging Licid onto target creature. You may pay 🍑 to end this effect. 1/1.
loved Scout

©: Mountainwalk until end of turn. 2/2.
In the Relentless

SL U

••• Mountainwark units early state of the Releastless
 SL U
 Sequence of the Regenerates, Unaffected by summoning sick
 C Sequence of the Regenerates of 333 Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks. SOR R . 000 Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up. 1G 4th 5th nal Warrior
Target creature does not tap to attack. Target creature awas into the SOR U • Copporate

Deal I damage to each blue and white creature.

Falling Stor SOR R • Copporation Sor R • Copporat Tap all creatures blocking target creature. Target deals no damage. Fervor EN R ••• All creatures you control are unaffected by summoning sickness.

Final Fortune INS R ••• All that turn Take another turn. You lose the game at the end of that turn.

Drake SC U •• 0 •• DK_CH_5th Flying. 3: +1/+0. Only one 3 can be used in this manner. 1/2. I II R 4th 5/4 EC

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Fire Whip
Play only on a creature you control Enchanted centure gains the ability:
"So Do 1 damage to trayet creature or player." Socrifice Fire Whip: Fire
Whip deels 1 damage to target creature or player.

Substituting 1 damage to target creature or player.

Substituting 1 damage to target creature or player.

LUR, 4th, 5 SOR (SOR (LUX,4m,5m Dox X damage, divided evenly among any number of targets (count down). Pay one for each target beyond the first. NS (SOR MS) (SOR MS Fireblast deals 4 damage to target creature or player. Firebreathing

:+1/+0.
Firefly Flying. D: Firefly gets +1/+0 until end of turn. 1 (B) . Fireslinger deals 1 damage to target creature or player and 1 damage Discard X cards: Do X damage to each of X creatures and/or players. Sterm Phoenix

\$\footnote{x}\$ R

\$\footnote{x}\$ Return Phoenix to owner's hand if it goes to the graveyord from play. If so, it may not be cost that tran. 3/2.

INS

DK,4th

Hissare
Bury target land or creature.
Fit of Rage
Torget creature gets +3/+3 and gains first strike until end of turn.
Flame Gemental
Sorfice: Do domoge equal to Elemental's power to a creature. 3/
Flame Spirit
L MG ⇒: +1/+0 until end of turn. 2/3.

Enchant Land

Enchant Artifact Enchant Creatur

MG

Bonned in Type 1.5 only

AC Artifact Creature
CR Current Rarity

Restricted

players ø u i d e Sets Found

Kind CR Rating Cost Name Description Flore does one damage to any target. Cantrip. INS IA.MG.5th 20 L.U.R.4th.5th shiftres Destroy all plains in play. TM

wstone Giant

Flowstone Giant gets +2/2 until end of turn. 3

Columnater SC U ••• 3 stone Salamander
SC U ••• 3 •• 3 •• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 •• 3 •• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 •• 3 •• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 ••• 3 •• 3 •• TM L.U.R LG Frost Giant | .. 3000 TM

Double all damage assigned to any creature or player. me of Chaos SOR R •• •• Boothe on corruge usages SQR R

Game of Chaos

Choose traget player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.

L6,4th,5th,1th

nt Strength EC C •••
Make torget creature +2/+2.
cial Crevasses EN R ••

© Glacial Crevasses EN R •• 20
0: Socrifice a snow-covered mountain to have creatures deal no damage in

offing the sent.

She of Destruction INS C

Make target wall you control +10/+0 when blocking. Target wall takes no Glyph of Destruction damage in combat but is destroyed at end of turn. AD CH

blin Artisans S.C. U AU, U

S. Use only when you cost an artifact. Flip a coin. If opponent wins, your
artifact is countered. Otherwise, drow a cord. 1/1.

blin Balloon Brigade S.C. U LUR, 41 LUR 4th : Gains flying until end of turn. 1/1.

SC U ... 200 Trample, Con't attack if opponent has an untapped creature of power greater than 2 Con't block creatures of power greater than 2 5/3.

Goblin Snowman

Scowman neither takes nor deals damage in combat when blocking. ◆:
Sobin Snowman deals 1 damage to the creature it blocks. 1/1.
Goblin Swine-Rüder

Swin

Cobin Varuet criffoct. That artifact deals an amount of damage equal to its costing cost to foolin linkerer. 1/2.

 Cobin Vandal

 Destroy target artifact defending player controls. Goblin Vandal deals no combart damage this turn. Use this ability only if Goblin Vandal is attracking and unblacked and only once each turn. 1/1.

 Cobin War Drums
 Co

orth Charm

Choose one—Deshroy target artiflort creature; or all attacking creatures get +1/+0; or target creature with power 2 or less is unblackable this turn. At the end of each combat, destroy all creatures that blocked or were blocked this turn. EN (U; . Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature. Giant SC C •• 3 3 is of the Scale

St. R. Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. If Hivis hear or Valors.

Hulking Cyclops SC U ••• VS
Hulking Cyclops connot block, 5/5.
Hurlson Minotour SC C •• (I) ••• L,U,R,4th,5th SC U • 100 Hurloon Shamma SC U • • • • WI.
If Hurloon Shamma is put into any graveyard from play, each player chooses
and buries a lead he or she controls. 2/3.

Hurr Jackal SC R • • AN, 4th

Prevent reature from repenenting this burn. 1/1.

Hyperion Blacksmith SC U • III 6

Tap or untup torget artifact apponent controls. 2/2.

Illicit Auction SQR R • • MG

** They or uniting hargest entirect appearer controls. / // ...

** Auction SOR R *** 3 ** 3 ** 5 ** M.

Choose target creature. Each player may bid life for control of that creature.

You begin the bidding with a high bid of 0. Proceeding in turn order, each player may to the high bid. Starton ends when the high bid starton ends when the high bid starton. High bidder loses life equal to the high bid and gains control of the creature.

molation EC
Make target creature +2/-2,
sosing Visage EC Notice raises various to the blocked by less than 2 creatures.

Insert creature cannot be blocked by less than 2 creatures.

INS

Do three damage to any target. Creatures may not regenerate. IA.5th IA MG 5th DK.4th.5th Do 6 damage to all players and all creatures. HL 5th ow Curse EC Inclaw Curse

EL R

HL,51T

Target gets -0/-1 and cannot be assigned to block a creature whose power
equals or exceeds its toughness.

Inclaw Ors

C

LU,4th,5th

L,U,4th,5th May only block creatures of power equaling 1 or less, 2/2.

Jackel Pupe

For each 1 damage dealt to Jackel Pup, it deals 1 damage to you. 2/1.

Jakuthaups

SOR, R Bury all artifacts, creatures, and lands.

en SL C •• 3

Destroy target non-creature artifact.

Ervek's Torch SOR C ••• 3

MG

16

LG

16

©: Tap a snow-covered land you control to give Giant + 1 plusan Yeti SC R ••• 3 •• rprusan Teti

Teti and truget do their prower in damage to each other. 3/3.

Protection from red until end of trum. 1/1.

Idon Warlard

SC U

LU,I

on Warlord SC U •• 2 •• LU.R.4th,5th is the number of non-wall creatures in play on your side. */*. The internation of increase terms of the plant in pay of your order.

If the deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cords in all graveyords.

ird Ape SC C ••••• Gains +1/+2 if you have at least one forest in play. 1/1. Goins +1 /+2 it you nave us reason to 10

Kobold Drill Sergeont SC U

Give all your Kobolds +0/+1 and trample. 1/2.

Kobold Overland SC R

First strike. Give all your Kobolds first strike. 1/2.

Kobolds of Kher Keep SC

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0/1. Kobold Taskmaster 100

Land's Edge EW R ••• II • LG, CH
Any player may discord a card from hand at any time and do two damage to a player of his choice if the card discarded is a land.

Burst SOR C •••• 004 10 a

Lova Storm deals z aumnagblocking creature.

In S C

Trining Blast | INS C

Lightning Blast deals 4 damage to target creature or player.

Inthing Blast | INS C

Lightning Blast | INS C

Lightnin Lava Storm deals 2 damage to each attacking creature or 2 damage to each LUR4th

10-3 domoge to one truget.

R

Solution of the truget treature or player. Use this oblity only when a red spel is successfully cost and only once for each such spell, thining Blemental SC

Lightining Blemental sundfleeted by summoning sickness. 4/1.

Thining Releves.

You may choose to play Reflexes os an instant, if you do, bury it at end of furn. Enchanted creature gets +1/+d and gains first strike. 4/3.

masour

SC R → TM
Magmasour comes into play with five +1/+1 counters on it. During your
upkeep, remove a +1/+1 counter from Magmasour, or scriftice Magmasour
and if deals 1 damage for and +1/+1 counter on it to each creature with flying and each player, 0/0.





Buried Alive and Rukh Egg: You might already know that Rukh Egg was the first card errata'd; in which case, you would know that you'd originally get a 4/4 creature no matter how the Egg went to your graveyard. With Buried Alive, you could have hatched a whole family, fetching three Eggs from your library for immediate incubation. And that's no yoke.

During your upkeep, you may choose to flip a cain. If the flip ends up in your favor put a fuse counter on Goblin Bornb. Prompt of the counter from Goblin Bornb. Brows 5 favor counters from Goblin Bornb. Brows 5 favor counters from Goblin Bornb. Brows 5 favor counters from Goblin Bornb. Box 20 damage to target player.

Jill Bornbardment F. I. I ***

Socrifice a creature Bornbardment dends 1 Southise Goodin Company to the Company of the Compa In Chirurgeon SC C •
Socrifice a Goblin to regenerate a creature. 0/2. Goblin Digging Team SC (• Goblin Digging Team to destroy target wall. 1/1.
Goblin Elize Infantry SC (• 10 DK.5th If Infommy blocks or is blocked, it gets -1/-1 until end of turn. 2/2. In Hotilla SC R ••• @
Islandwalk, At the start of the attack, pay or creatures blocking or blocked by Goblin Florilla get first strike until end of turn. 2/2 Goblin Grenade
Sordike a Gobla to deal 5 damage to a target.
Sordike a Gobla to deal 5 damage to a target.
WIL
Sordike Genadiers: Destroy target receture and target land. Use this oblitly only if Goblin Genadiers is attacking and unblocked. 2/2.
Goblin Hero

DK, 5th

flip a coin. Bury target creature if opponent wins flip.

Gorillo Shamon SC U •••• & 3c Destroy target non-creature artifact with casting cost of X. 1/1.

Gorillo War Cry

Altracking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.

Granite Gargoyle 1.2.2.2.8 L.U. only during communities of the c EW R ••• IĞ 1 11 R 4th SC Grizzled Wolverine (.. 000 nd to Hand EN R • 2 → TM Instants and abilities requiring activation cost cannot be played during combat. roc EN U • 10 → TM EN U ••

Description of the lose of the l WI Heart of Bagardan EN R •••• 2 • W
(U: 2: If Heart of Bagardan's CU is not paid, it deals damage equal to its lost poid (U to traget player and each creature he controls.

Heart Silver

All Silvers or undfected by summoning sickness, 1/1.

Heart Wolf

S. R. S. S.

First Strike, S. Target dwarf gest first strike and 2/4,0, If dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2. TM HI

Goblin Kites

Description Description Description egade Warlord First strike, If Ren To untop a blue creature, controller must spend four during upkeep saborts EN R •• 3 • LII

Do one damage to controller when the same to t FF 5th AN, R, 4th P +1/+0 until end of turn. 3/3. Trample. Can't attack if apponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 6/6. U .. 299 L.U.R.4th,5th Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.

Rock Hydra Palimud has power equal to the number of tapped lands target apponent DK 4th 5th Put X+1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends per head. During upkeep, IA,5th loses a life, Repeat until both players' coins come up heads. no Flare EN R ••• 29 Target may not block. Cantrip. SOR LUR 4th 5th na Flare EN R ••• 22

Eoch land produces an extra mana of its normal type, raxus of Keld SL R ••• 1 **** 122 Al ige Bury target artifact or land. 400 Maraxus of Keld has power and toughness each equal to the total number of 1 II R 4th untapped artifacts, creatures, and lands you control
ton Stromand

SI R ••• 2 ton Stromgald SL R ••• 2 • If Márton attacks, all other attacking creatures gain + 200 milities Justice

SOR

Destroy target artifact. Destroy a tragget artifact for each \$\mathbb{\text{\text{\$\sigma}\$}}\) you pay in addition to the casting cost. Destroy a tragget artifact and gain one life for each \$\mathbb{\text{\$\sigma}\$}\) you pay in addition to the casting cost.

Condition to the casting cost.

SC U

CONTROL OF PARTY OF THE PARTY OF turn, where * equals the number of other attacking creatures. If Marton blocks, all other blockers gain +*/+* until end of turn. 1/1. rhyug, ay 3. k Side Rock Side deals X damage, divided any way you choose, among any number of target attacking or blocking treatures without flying. you Skytaptain

SC R

2 All snow-covered lands turn into non-snow-covered lear Shower SOR (••• 38 889 Do X+1 damage divided among any number of tar If Djinn attacks, flip a coin. If opponent wins, Djinn tags but doesn't attack. 6/3.

Mentality

EC U Richinger to intiger state of the groveyand from play, you get, a 4/4 flying red creature at end of turn. 0/3.

Sobretooth Figer
First strike. 2/1. Do 2 damage to each creature.

Okinesis

You may remove a red card in hand from game instead of paying the Mentality
Enchanted creature gains trample, If all non-wall creatures you ca IA 5th attack, enchanted creature gets + */+0 until end of turn, where * is equal to the number of attacking creatures.

If Conscripts

SC

T casting cost. Do 4 damage divied among any number of creatu First strike. : Sandstone Warrior gets +1/+0 until end of turn. 1/3. Mogg Conscripts cannot attack unless you have successfully assi a creature spell this turn. 2.72. (*** * age remark

Socrifice Foundric Fountic deads 1 damage to target creature as player. 1/

Socrifice a Goblin: Target creature gets +1/+1 until end of turn. 1/1.

Socrifice a Goblin: Target creature gets +1/+1 until end of turn. 1/1. MG Mogg Squad gets -1/-1 for each other creature in play. 3/3.
s's Goblin Raiders SC C TM Buybock 4. Searing Touch deals 1 damage to target creature or player. 56 (*** Regenerates. Gains +1/+1 if you control any swamps. 2/2.

SOR U Mountainwalk, 1/1. SC LE. CH Shadowstorm deals 2 damage to each creature with shadow Mountainwalk, protection from white. 3/3. LUR, 4TH, IA, 5th, TM 00 00 EN Destroy target artifact. Non-flying creatures do not untap unless their controller pays 2 for each SOR R ··· 200 AQ.R.5th Non-Hyping desturies on into tumpo universi ment commonate pages 2 as equal controller to the second of the secon Bury all artifacts in play. SC R **** #20 L II R 4th 5th van Dragon Flying. ◆: +1/+0. 5/5. If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1.

It shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1.

It should be the hand to the player sevents his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card.

It should be the hand to go the pays 4 life or discards that card.

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It should be the pays 4 life or discards that card.

It should be the pays 4 life or discards that card. 10 Whenever any creature blocks or is blocked by a creature with lease power, destroy the creature with the lesser power.

Ogre Enforcer

Ogre Enforcer connot be destroyed by elfhal damage unless a single source deals enough damage to destroy it. 4/4.

Omen of Fire

Return all islands to their awners' hands. Each player southers a places or a white permanent for each white permanent horses are contained.

Opportunist

SC U

This Each player may only untap one creature during untap phase. . Opportunist deals 1 damage to target creature that was damaged this **Connect

**Scriftic an Orc or Gobin to give all Orcs +1/+1 is and of turn. 2/2.

**Does 2 damage to any target and 3 damage to you. 1/3 illumin. Alpha version lists costing cost as it.

**Obes 2 damage to any target and 3 damage to you. 1/3 illumin. Alpha version lists costing cost as it.

**Obes 2 damage to any target and 3 damage to you. 1/3.

**Obose target Orc, then tilp a coin. If apponent was its, target Orc set.

**12/+0 until of turn. Otherwise, the Orc gets 0/2.1/1.

**Ish Constraints

**Connact attack unless at least two other creatures around it. , : Target player shuffles his library, 1/1. There are those who think that Wild Wurm is a good, tatore
Target player cannot play any land cards this turn. Cantrip.

of Blood

SOR

C VS cheap card. There are also those who think that Elvis is still alive. This card boils down to simple math, a whopping 50 of blood

Put top four cords from your library into graveyord. For each creature card, all creatures that attack this turn get +1/+0 until end of turn. percent of the time, you will get NOTHING for the four Destroy target blue creature. 1/2.

tting Drake

SC U

Transport

Transp mana you spend to cast this card. Meanwhile, your 30 apponent is picking you apart with Squires and Dwarven Flying. : +1/+0 until end of turn. You can't spend more than in this Ponies because you can't get a blocker into play. way each turn. 2/2. SOR (••• 00 bo damage to a creature equal to number of mountains you control.

**Re of Rath

Destroy target artifact or creature. That permanent's controller gains least two other creatures block. 2/2. Orcin rormer

SC

Term traget land into a swamp until its combaler's sear until 2/2

Orcin feeler

SC

Orcin feeler

SC

Orcin feeler

SC

Regenerate to black or great creature.

Regenerate to black or great creature.

Regenerate to black or great creature.

Orcin Librarian

SC

Regenerate to black or great

Regenerate to black or gre SOR U *** 40.0 1G 4th 5th ◆ Destroy target orflact or creature. That permanent's controlled gains controlled Starke of Roth permanent's 2/2.

■ Ginne Signat Starke of Roth permanent's 2/2.

■ Ginne Ginnt's Controlled Starke of Roth Starke of Bo 4 damage divided any way among any number of targets.

Some Trench Geomes SC R •• 3 •

Target plains produce © instead of ** until end of game. 1/1. IG onlic blocks or is blocked, it gets +2/-2 until end of turn. 2/3. Booooooooring. VS sh Lubrarion

... To kee the top eight cords of your library and andonsy emouse
from the game. Put the rest in any order on top of your library. 177.
sh Lumberjack
... Southice a forest to odd three mono to your mans you. This mans are Destroy any one land. LU When attacking, divide opponent's ground creatures on either side of River.
Chaose on which side of River to place each attacker. Attackers can only be Stone Spirit cannot be blocked by flying creatures. 4/3. Socifice a forest to odd freee mone to your mone pool, this mone can be only combination of green and red mone. 1/1.

Orch Merchanics

Socrifice on artifact. to 2 points of damages to an image. 1/1.

Put three counters on Mine. Remove one counter when insure time is more and ording upkeep. Destroy land when last summer to the money of the counter of the money blocked by flying creatures or those on same side of River. Storm World FW spirit is colores of the spirit is colored of MG ram words
During upkeep do 1 damage to players for each card in hand below 4.

INS
C
Tagget creature cannot block this turn. Draw a card.

Serranean Spiriti
SC R

300 Cannot be raiged or with top a white creature to south up to a believe up to 2 plains. Any pinyers may top a white creature to sow up to 2 plains. The property of the creature to south the property of the creature to the property of the creature to the property of the creature to the c | All Lancer | SC | V |
Flanking, 3cv/ hat Lancer is unaffected by summaring sickness. 2/2.
| If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.
| If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.
| Sc | V | V |
| First Strike. Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3. Orcish Says

Stood of the top 3 cords in target player's imary. 1/1.

School the top 3 cords in target player's imary. 1/1.

If Squatters

If Squatters is not blocked, you may have it do no damage and gain control of a load controlled by the detending player. 2/3.

Orcish Veteran

Connot block white creatures of power greater from 1. First strike until tack during your main phase this turn. Bonned in Type 1.5 axis **Enchant Artifact Enchant Land** Bonned in Extended only Banned

Kind CR Rating Cost

Kind CR Rating Cost

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Kind CR Roting Cost Description (*** 200 rouum Minotour

Talnuum Minotour is unaffected by summoning sickness, 3/3.

Tubuum Piper

SC U

All credures with flying able to block Talnuum Piper do so. 3/3.

ImTor

SL R

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A VS Tolruum Piper

TelimTor Brokking. If Telim attacks, all attacking florkers get +1/+1. 2/2.
TelimTor's Edict INS R • 1 converted to the same to control. Control. Tempost Breet S. R • 1 converted to the same to the memoral three to the larger permanent you down to change. Lig.4.

Socifice: Pick a card randomly from opponent's hand and place it in yours, burying Effeet in opponent's growd. Opponent may prevent this permanent change by sorthicing 10 wever.

One of the control of the contr

moderboll INS C ••• the WL
Do 3 damage to target player or 4 damage to target creature with flying.

SC R ••• S • WL
WL Thundermore is unaffected by summoning sickness. When Thundermore comes into play, top all other creatures, 5/5.

The dam of daw EN R • TM.

Socrifice two creatures: Put a Carnivore token into play. Treat this token as a

3/1 red creature. SC (•• 30 3/3

Do X damage to each creature without flying. Each creature gains "So: Prevent I damage to this creature from Torrent of Lava." Total War

EN R •• 8 • 10 cm | Total War

When any player attacks, destroy all untapped non wall creatures that don't attack. Does not affect creatures that came into play this turn.

mor SUK C ...
Tremor deals 1 damage to each creature without flying. LU,R,4th Bury target wall.

Two-Hooded Guart of Fariys SC R ••• 4 © Irample. May block two creatures in combat. 4/4.

Uthden Trall

L,U,R,4th Ultiden Iroll

Repenerates, 2/2.

Varchild's Crusoder

G: Can only be blocked by walls. Bury Crusoder at the end of turn. 3/2.

Varchild's War-Rides:

Transple, rompoger: 1. CU: Put a survivor token into play under target opponent's control. Treat this token use 1/1 red creature. 3/4.

Vertigo INS U

Do 2 damage to target flying creature, which loses flying this turn.

Veteran's Voice EC C

■

Veleran's Voice EC C •• Play on a creature you control. •• Top creature to give any other target

Wall of Heat 5((... 20 LG, CH Wall of Lave SC U

→ : +1/+1 until end of turn. 1/3.

Wall of Opposition SC U

→ : +1/+0 until end of turn. 0/6.

Wall of Stone SC U

••• IA . IG CH L,U,R,4th,5th SOR R 20 All players must discard their hands and draw seven new cards. Wild Wurm

SC U * 30

When Wild Wurm comes into play, flip a coin. If you lose the flip, return
Wild Wurm to owner's hand, 5/4, TM. Wildfire Emissary SC U •••• 3 Protection from white. ••• +1/+0 until end of turn. 2/4. MG Protection from white. **\(\frac{\mathbb{\pi}}{2}\) +1/40 until end of trum. 2/4.

**deckeeker (enthour \$C R \times \times 1800 \times 18 BOOK 1G 4th 5th Bury target wan una so the wall. R .. 999 en Efreet

St. K

Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.

WHITE Abbey Gorgoyles SC Flying. Protection from red. 3/4. Abbey Motron 2*** HI 5th U ... ey Motron

*, • :+0/+3 till end of turn. 1/3.

INS R 0.4 HI WL Ja'for SC U ••• * AN, (
If Abu Ja'for is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.

arkar Unicorn SC C •• U **

Add either • or • and • to your mans pool. This mans can only be used for cumulative upkeep. 2/2.
ance Scout SC C ••• rance Scout

SC

General Strike.

First strike.

*: Target creature gains first strike until end of turn. 1/1. INS | .. 2 * Bury target creature and put a 1/1 white flying creature into play under con tool of that creature's controller.
on Legionnaire SC R • 6 **
Of your non-artifact creatures, only Legionnaire may attack. 8/4.





Lich and Remove Enchantments: Today, the only way to not die from losing control of a Lich is if your opponent is foolish enough to snag it with a Steal Enchantment, Originally, you only died if the Lich was destroyed. If you could send it back to your hand some other way-like with Remove Enchantments-and gain some life, you could undo your unlife.

Undiffected by summoning sickness. At the end of any turn, return Sendstalker to owner's hand. 4/2.

thino Warrior

4/2 VS MG MG MG Il of Diffusion SC C
Wall of Diffusion con block creatures with shadow. 0 TM Wall of Diff Wall of Dust Wall of Earth Wall of Fire 2: +1/+0. 0/5. SC U .. 000 L,U,R,4th,5th

LG,4th,5th (II), Remove the top card in your graveyord from the game: Prevent 1 damage to any creature domage to any creature.

Among Kithida.

George Group of the Amount 1/1.

Angelic Protector SC U • \$ \$ \$ 1.5.

Angelic Protector is the target of a spell or ability, it gets +0/+3 damage to any creature.

Amrou Kithkin SC until end of turn, 2/2.
gelic Renewal EN C ••• Angelic Renewal

If any creatures are put into your graveyard from play, you may bury Angelic Renewal and put one of those creatures into play. FIN R ••• 2 ** LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.

Angry Mob SC, U ••• 2 ** DK, 4th, 5th
Trample. During your turn, "=total number of swamps all apponents control.

Otherwise, "=0. 2+"/2+".

Animate Wall Target wall may now attack (*** TM Buyback 3: Prevent up to 3 damage to any creature. VS nangel
Flying. Attacking does not cause Archangel to tap. 5/5. Arctic Foxes SC UP **
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1, 1/1. ent Militia SC (•• ## Attacking does not cause Ardent Militia to tap. 2/5. WI 14.5th Arenson's Aura FN 2 * *: Sacrifice an enchantment to destroy another enchantment. 3 . Counter an enchantment as it is being cast. Argivian Archaeologist SC R *** ** ** C* Bring an artifact from your graveyand to your hand. 1/1.

Argivian Blacksmith SC C *** AD ivian Blacksmith SC C • 10 *

• Prevent 2 damage to target artifact creature. 2/2. ivian Find INS U • • * Armanddon SOR R •••• U.U.R.4tt Armogeddon
Destroy all lands in play.
Armor of Faith LUR 4th 5th IA,5th Target creature gains +1/+1. *: +0/+1.

Armor Sliver SC U ••• Each Silver gains "0: This creature gets +0/+1 until end of turn." 2/2. Fixing 2/2 SC (***-0/+1 until end of turn." 2/2. Fixing 1/2 Armored Pegasus en crusader
X equals number of heroes in play, 2+X/2+X.
en Highway
EN
R 3*** 1 II R 4th everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively. Battle Cry Battle Cry INS U •• 2 *
Untap all your white creatures. All blockers get +0/+1 this turn.
Beast Walkers SC R • III ** ust Walkers SC R •

Bonding until end of turn. 2/2.

Bonds 1 /1 Benalish Hero Bands. 1/1. Benalish Infantr L.U.R.4th.5th SC (•• 2* Renevalent Unicorn Whenever a spell assigns damage, that damage is reduced by 1. 1/2. Black Scarab

Black Scarab

Target creature gets +2/+2 os long as any other player has any black cads.

Target creature cannot be blacked by black creatures.

Black Ward

EC U • LU,R,4th Gain 1 life, Contrip. EC R ... Blessing ★:+1/+1. LUR4th Blinking Light SUK U

Top all non-white creatures.

Blinking Spirit

Blinking Spirit seturns to its owner's han 2* MG IA,5th Blooking Spirit returns to its owner's hand. 2/2.

Blood of the Martyr INS U •• **

Until end of turn, you may redirect damage done to your creatures to DK, CH yourself instead Blue Scarab yourself instead.

Blue Scorob

Target creature gets +2/+2 or long as any other player has any blue cards.

Target creature cannot be blocked by blue creatures.

Blue Ward

LU,R,4th

Target creature gains protection from blue.

Brainwash EC C * DK, 4th, 5th
Tanget creature may not attack unless its controller spends ③.

(all to Arms EN R * * B * B * B * Choose a color. As long as traget apponent controls more cards of that color than of any others all white creatures and 1, 1,1,2 mm Cards of that color than of any others all white creatures and 1,1,1,2 mm Cards of that color

Thouses a color. As long as target opponent controls more cards of that cotor than of any other, all white creatures get +1/-1. Bury Call to Arms if at any time opponent doesn't control more cards of that color than any other color. set

8 ands. Camel and those banded with it are immune to Deserts. 0/1.

Caribou Ronge EL R ◆ 12 ★★ 14,5th

★★: Top land to put a Caribou token into play. Treat this token as a 0/1

white creature. 40: Socrifice a token to gain 1 life.

L,U,R,4th

DK_4th_5th

144 INQUEST 36

2

LU.R.4th.5th All non-land cards you own that are not in play are white. All non-land permonents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are *. AQ.4th.5th B.U.R. 4TH, IA, 5th, TM LUR 4TH IA 5th TM LUR 4TH IA 5th TM LUR 4TH JA 5th TM LUR 4TH IA 5th TM ic Guildmage SC (unit end of hum. . . . Put target creatures gets +0/+) unit end of hum. . . . Put target creature you control on top of owner's library. 1/1.

SOR R • • • • U LG Cleansing SOR R All loads are destroyed. Anyone may per 1 life per load they wish to sove Clearay en-Vec ÐK TM TM 13 LUR.4m.5h LECH SH MG Ht.56

Description

Al

Kind CR Roting Cost

.

Your untapped creatures gain +0/+2. Attackers don't get this bonus.

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0.*

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15 4th

AC Artifact Create CR Current Routy Artifact Creature

DK 5th

16.4th 5th

P **

EN

2: Prevent all damage against you from an artifact source Circle of Protection: Black EN C ••• B • B

Prevent oil domoge to you from one block source.

Protection: Blue EN C

Protection: Blue EN C

Prevent oil domoge to you from one blue source.

Circle of Protection: Green EN C

Protection: Green EN C

Protection: Green EN C

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Protectio

(I): Prevent all damage to you from one green source Circle of Protection: Red EN C ••• II •

te at Protection: Red EN C ••• (III)

ID: Prevent all damage to you from one red source le of Protection: Shodow EN C •• (III)

Prevent all domage to you from a creature with shadow Circle of Protection: White EN C ### L
All loads are destroyed. Anyone may per a mere per units any set of leafy en-Yet.

10: Prevent 1 domoge to any creature or player, 1 / 1.
Clergy of the Holy Nimbus SC. (** **

Il killed, Clergy regenerate unless opponent pays 1. 1 / 1.
Cloudchoser Engle. SC. (** **

Flying, When Cloudchoser Engle comes into play, destroy target enchantment. 2 / 2.

Cald Conv. EN U **

EN

Target land is immune from all effects that would destroy it.

Iversion EN U ••• @ •••

Iversion EN U ••• 2 ••
All mountains are now plains. You must pay * • during upkeep peration EC C ••

impring feel of LEN U 2 who can be considered during his untrap phase.

No one may untrap more than one artifact during his untrap phase.

You is sufficient to the considered during the considered to the considered during the considered durin

INS C ...

INS R ... Regenerate target creature. Gain control of that crea

Divine Intervention EN R •• • • Put 2 counters on Divine Intervention, Remove 1 counter during your

upkeep. When both are removed, game ends in a draw, ne Offering INS (**** ****

Divine Offering

Destroy target artifact, gaining life equaling assing asst of artifact.

Divine Retribution

INS R

Do I damage to target attacking creature for each attacking creature
Divine Transformation EC U ••• L6.

R .

if Jovelineer SC C • • torget & Control of the Cont

creature goes to your graveyard from play, return it to your hand.

Energy Storm EN R •••• II • II

CU: II. Damage done by instants, interrupts, and sorceries is reduced to 0.

C.V. all Journage outer by instants, interrupts, and sorteness is reduced to U. Plying certaines do not uniting their controller's uniting. Enlightened Tutor INS D ••••
Search your library for an artifact or enchantment card and reveal that card to all players. But the revealed and back on top of it.

Trample. Cannot attack until it has been assigned to black. 5/5.

By Javelineer SC C •• 2 *

empower INS C • M • MG
Put target artifact or enchantment on top of owner's library, enchant
INS C • M • LUR 46 JAME 56 TM

INS

Target unblocked creature is considered blocked. Draw a card.

Death Speakers SC U ••

11 .

*: Prevent 1 damage to a player or creature. secrate Land

EL U •••

peration Target creature gains banding. EN

All white creatures gain +1/+1.
mping Field EN

Protection from black. 1/1

Regenerates target creature.

Give target creature +3/+3

Flying, first strike, 2/2. Elder Land Wurm SC

Elite Javelineer

Duskrider falcon SC C
Flying, protection from black. 1/1.

Dust to Dust SOR U
Remove any two target artifacts from the game.

Ektundu Griffin SC C

I

III

I

Destroy target enchantment or artifact.

Consecrate Land

Dazzling Beauty

Debt of Loyalty

Drought

Destroy all black creatures in play.

ansina SOR R ••

Description

Carrier Pigeons

Flying. Cantrip. 1/1.

Circle of Protection: Artifacts EN

Top target land to counter a spell that destroys your land, ipoise EN R •• 12 * puring your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out.

Repeat this process for artifacts and then for creatures. Repect this process for anthoris and units in a various and of Duy INS C ••• @ *
Put a Knight token into play, Treat as a 1/1 white banding creature, ereal Champion 5C R ••• @ *
Puy 1 life: Prevent 1 damage to Thereol Champion 3/4, le Remove target non-white attacker from game. Gain life = toughness. rcist SC R •••

1 *, * Destroy target block creature. 1/1. AN R 4th 5th of Singularity EW R •• 3 * VS
When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with some name, mstead EL R • • • • • LL Formstand Framework by the permission of the property of the p any other creature where X is the power of the enchanted creature. Zealot is not blocked, you may deal 3 damage to a target creature. If so, Former's Zeiold deals no domage, 2/2.

Former's Zeiold deals no domage, 2/2.

SC U • III * F

III : Add * to mana pool, Bury if more than 3 is spent in one turn, 1/3. ing EN U ◆◆ ★ D
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a cord for any reason or when it has been in play for 5 of your upkeeps

Kind CR Rating Cost

Sets Found

LG

VS

Al

MG

DK

Description

Fortified Area



As much as you may like drawing cords, four mana for a 1/1 flying creature with no other special abilities is not good. Generally, the only good cantrip cards are the ones that are actually useful. A 1/1 flier will almost never do you good if cast any later than the second turn, making the Pigeons not fit for bird doo-doo.

Favorable Destiny EC U *** ** MG As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white it gets +1/+2.

errel Healer SC C ••• III

•: Prevent 1 damage to any creature or player. 1/1.

errel Knight SC C ••• III

•••• III MG MG Femeref Knight Flanking. *: Attacking does not cause Knight to top this turn. 2/2.

Femeref Scouts

SC C •• 2 •• United the striver of wering Ward

EC U **

When you play Flickering Ward, chose a color. Enchanted creature gains protection from the chosen color. *: Return Ward to owner's hand. Fysion Brigade

SC U **

3 *

Variety Standard may have been hysian Brigade SC U ••• (3 ★ Forlysian Brigade may block up to two creatures each combat. 2/4. WI IΔ INS Give target creature banding until end of turn. Cantrip.

Give all your walls +1/+0 and banding.
Freewind Falcon SC C Flying, protection from red. 1/1. Gallantry
Target blocking creature gets +4/+4 until end of turn. Draw a cord.
General Jarkeld

SL R

3 ** neral Jarkeld SL R •• 3 *

Exchange two blockers without creating an illegal block. 1/2. For each card in your hand, gain 2 life.
ph of Life INS C Gain life equal to the damage done to target wall by an attacker, samer Chains EN C •• samer Chains EN C •• **
Return Gossamer Chains to owner's hand: Target unblocked creature deals no combat damage this turn. INS Give target +0/+X until end of turn, where X is the creature's cost. at Wall EN U • 2 * Great Wal Creatures with plainswalk may be blocked.

Greater Realm of Preservation EN U ••• order Realm of Preservation EN U •• 10 • 10

10 •• Prevent all damage to you from a red or block source.

Pens Scarab EL U •

Target creature gets +2/+2 as long as any other player has any green crusts. Target creature cannot be blocked by green creatures. d of Justice SC R → 5 ★
Top 3 white creatures you control to destroy target creature. 2/6.

R • 2 ★ TM Artifacts cannot be the target of spells or abilities
Hazduhr the Abbot SC R •• 3** 30. A section of the Prevent 1 damage to any target. Cantrip. aling Salve INS C Gain 3 life, or prevent up to 3 damage. LUR4th,MG.5th Heaven's Gate INS U •• Change the color of one or more creatures to white until end of turn.

Heavy Ballista SC C •• 3 •• ◆: Ballista deals 2 damage to target attacking or blocking creature. 2/3 oism
EN U • 2 ◆ Sootlike a white areature to prevent red attackers from dealing damage in combat this turn. Attacker may pay 2 5 so an attacker may deal damage normally o's Resolve EC C ••• 10 * ro's Resolve EC Enchanted creature gets +1/+5. parion SC Hipparion SC U Cannot block creatures with power 3 or greater unless you pay (1). 1 IA,5th L, U, R, 4th Target creature gains +0/+2. *: +0/+1. LG INS Creatures attack and block as normal but deal no damage y Light INS (••• 2 • Holy Light DK Holy Light INS C ••• 2 • DX
Give all non-white creatures -1/-1 until end of hum.
Holy Strength EC ••• LU.R.4th,5th
Target creature gains +1/+2.
Honorable Passage INS U ••• VS
Prevent all damage to you or target creature from any one source. If that
source is red, Honorable Passage deads to the source's controller an amount of damage equal to the amount of damage prevented.
e Charm INS C •• * ope Charm INS (•• *
Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment. mility

Each creature loses all abilities and is a 1/1 creature. TM ion Infantry

D: Banding. D: First strike 1/1. man savelineers

SC (Fit a loveline counter on Javelineers when cost. Remove the counter to deal 1 damage to any tauget. 1/1.

This is level tauget Soldier +1/+0 until end of turn. 1/2.

Siam Money changer SC Fit Fit Soldier +1/+0 until end of turn. 1/2.

Fit Love 3 life when costina and as a second FF Icatian Maneychanger SC Loss 3 life when casting and put 3 counters on Icatian Moneychanger. During you upkeep, put a counter on Moneychanger. Scrinice Maney change during your upkeep to gain 1 life for each counter on it. 0/2. Icatian Phalaxy. Bands. 2/4. on Priest

(I) **: Make target creature +1/+1 until end of turn. 1/1. FE.5th Bands, first strike. An creamine and the continue of the conti FE 5th 16 VS LG, CH

 Banned in Type 1.5 only Restricted Banned in Extended only Banned

Enchant Artifact

Enchant Land

Enchant World

ummon Legend

players guide

Kind CR Rating Cost Sets Found Name Description | 00

ritance EN U •• *

13 : Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

er Sanctum EN R • II ** WI CU: 2 life. All damage deal to creatures you control is reduced to 0, ulnerability INS U ••• U Iron Tusk Elephont Trample, 3/3. MG

Island Senctuary
If you decline one cord during your draw phase, only thying or islandwolking creatures may attack you until your next turn.

MG y Charm INS C ◆◆ M
Choose one—all creature get -2/-0 until end of turn; or prevent one dam-

age to any creature or player; or tap target creature. Flying, If Gargoyle is put into the graveyrad from play, put it into glay under owner's control at end of hum and skey your next draw phase. 4 * Remove Gargoyle from the game. 2/2.

Ivory Guardians

To the Gargoyle from the game and the ga

INS R ... 3**

an's Intruence

N3

Play only after combat. Gain control of target non-artifact creature that athacked you this turn and put a -0/-1 counter on it.

Nurroan Lian Jihod EN R

td EN R ••• **
+2/+1 to white creatures while chosen color of opponent's is in play.

+2/+1 to white creatures while chosen color of opponent's is in play.

Discord should fin cards of that color are in play.

Juniper Order Adviscore SC U • 2 • Al

If Advocate is untapped, all your green creatures get +1/+1. 1/2.

Justine 12 • Will U • 2 • William 1/2.

You must pay • during upkeep. When a red spell or creature deals damage, Justice deals the same dimage to the effect's controller.

Korma EN U • • U.R.4h. Sh

During each player's upkeep, be takes 1 damage for each swamp be controls.

Keepers of the faith C • III
Senko Ranger SC C **

(8 * De green creature gains first strike until end of turn. 1/1.
SC R * 0 *

Destroy target Djinn or Effect. 1/1.

met All of turnet nanonanar's **

LEN U **

3 * LE

All of target opponent's creatures, lands and artifacts enter play tapped. Kithkin Armor EC C ••• WI
Enchanted creature cannot be blacked by creatures with power 3 or greater.

Exchanted crediture connot be bocked by creditures with power 3 or glotter.

Sordifice Amore Prevent all diamoge to enchanted crediture from one source.

Kjeldoran Elite Guard SC U ***

W: Give target crediture +2/+2. Bury Kjeldoran Elite Guard if that crediture leaves play this tiun. 2/2.

Kjeldoran Excert SC C ***

All Banding, 2/3.

Kjeldoran Guard SC C ***

Kjeldoran Sc

dorum Guard SC C ● **

Siewe target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldaran Guard. Use only when attack or defense is announced,

pay, oury Alexadan count. Use only when another of elements a uninounted, and only if defending player controls no snow-covered lands. 1/1.

Idoran Home Guard SC U • • * *

At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.
Idoran Knight

SC R ••• **

Kjeldoran Knight Banding. **1** ★: +1/+0. ★★: +0/+2. 1/1. Idoran Phalaisx SC R •• 5* LA

IA

IA SC U ... 0 ** First strike. Knight of Down gains protection from the color of your choice First strike, Knigm or com-until end of turn. 2/2.

Knight of Valor gnt of valor

Flonking, 1 * Each creature without flanking blocking Knight of Valor gets -1 /-1 unfl end of turn. Use this ability only once each turn. 2/2. ghts of Thorn

SC R * *** gets -1/2-1 unt Knights of Thorn Protection from red, banding. 2/2 ce EC 1 ..

Target creature gains first strike.

and Tax

EN R •••••

If opponent controls more lands than you during your upkeep, you may take up to three basic lands from your library into your hand, thes SOR R • 10 **

Torget player loses all poison counters and takes 1 damage per counter.

Lifebl 16 EN P ... 2 * * Gain 1 life whenever target apponent taps a mountain TM Light of Day 3 *

Black creatures cannot attack or black.

Lightning Blow IA Give target creature first strike until end of turn. Contrip Longbow Archer SC U ••• **
First strike. Longbow Archer can block creatures with flying. 2/2.
Lost Order of Jarkeld SC R •• 2 ** VS equals the number of creatures controlled by target opponent. 1+*/1+ ngara's Blessing INS U ••• 2 *
Gain 5 life. If a spell or effect by an opponent causes you to discard Man MG Creatures with power 3 or greater do not untop during their controllers' untop phases, 3/3. Marble Titan INS (•• martyr's Cry

SOR R

W

Remove all white creatures from the game, Each player must draw a card for each white creature her or she controlled.

Or so footis

SC U

M

AD Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped, 1/6.
ter Decay SC C ••• 0* *, •: Top target creature, 1/2, ster of Arms . WI First strike. ** Top target creature blocking Moster of Arms. 2/2. MG 3** Flying. Protection from black. 3/3. L SI 3* renaries SC K • S A player may pay S to prevent Mercenaries from dealing damage. 3/3.

SC C • D • HL; Flying. 1 *: +0/+1 until end of turn. 1/1. 0* L,U,R,4th,5th PK. Miraculous Recovery
Put traget creature of from your growpud sito play and put a +1/+1
counter on that creature. Treat the creature as through it were just played.
Mistmoon Griffin
SC U thmoon Griffin SC U ••• 3 *

Flying, If Mistmoon Griffin is put into any graveyard from play, remove
Mistmoon Griffin from the game, then put the top creature card from your

Mistricon Grittin muni 372 graveyard into play. 2/2. EN R •••• 2 ** Non-flying creatures cannot attack.
Moorish Cavalry SC
Trample, 3/3. (*** 2** ΔN DK. 4th Mornle

Give all attacking creatures +1/+1 until end of turn unted Archers SC C ••• 3 Mounted Archers 3 * Mounted Archers can block creatures with flying, *: Mounted Archers can block an additional creature this turn, 2/3. Order of the White Shield SC U •••• W.5th
Protection from block. •••+1/+0. •• First Strike. 2/1.
Orim, Samite Healer
Orim, Samite Healer counts as a Cleric. •• Prevent up to 3 domage to any creature or player, 1/3. EN Orim's Prayer

It any creature attacks you, gain 1 life for each attacking creature.

If any creature attacks you, gain 1 life for each attacking creature.

If with the second of the creature died, add a counter to Vultures. LG,4th Remove 2 counters to make Vultures +1/+1 until end of turn. 1/1. Enchanted creature cannot attack or block.

apet EN C ◆◆◆ (D ★
You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1 ace Talks SOR U •• 0* U ... During this turn and the next one, players cannot declare an attack and

borning in start man he serv one; purpose continue execution and man control of control play gets or oblitines that target any permanent or player.

stekenper SC R ••• 2 *

Deuring upkeep, pay 4 * or bury Keeper (readures cannot attack. 1/1. ari Dragon SC R ••• 4 * * Peacekeeper Flying, ★: +0/+1, 4/4.
Pearled Unicorn SC C • 2 * LUR 4th 5th

Pegasus Refuge

Personal Incornation sonal incorrollon

Owner may redirect any amount of damage done to Incornollon bines
instead, If Incornollon dies, its owner loses half his life (round up). 6/6.
ra Sphinx

SC R

LG, CH Petra Sphinx

 Target player names a card and then turns over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4. INS (• Plety INS (***
+0/+3 to all defending creatures until end of turn.
Pikemen SC (*** (1)

Bonding, first strike. 1/1. 11.4 DK 4th 5th 1**

sence of the Master EN U •• ® • Lo
Counter all enchantments as they are being cast.
Imalit Circle EN C •• Ø • MG
CU: ① Choose a color. ②: Prevent all damage to you from a source of the EC Prismatic Ward 0*

smalit Ward

Choose a color when Prismatic Ward comes into play, All damage dealt to target creature by sources of that color is reduced to 0.

SDR

Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent them shuffles his library. Contrip.

LLIR 4

elace INT R • *
Change the color of one card being played or in play to white. LUR4th





Enter of the Dead and Earthcraft: Infinite

combos are just so much fun, so here's another. Eater of the Dead has gone through about 20 different wordings, but at one time, you could untap it as many times you wanted during your turn. Throw in an Earthcraft to give your Eater a good reason to top and you'd be wallowing in mana.

nttenda Griffin

SC U ■■ MG
Flying. ■, ⊕: Return Mtenda Griffin to owner's hand and seturn target griffin your graveyard to your band. Use only during your upkeep. 2/2.

Manual Herides Flanking, 1/1, Noble Elephant SC (*** 3 * MG Banding, Trample, 2/2.
Noble Steeds EN Al ** © Destroy a block coad in play. 3/3.
Null Chamber
You and transfer LUR 4th You and targer opportunity cards cannot be played, SC R •• You and target apparent each name any card except a basic land. Those Consistential to propose.

Or Corde en Ver

Timper opponent chooses ourn number of creatures he or she controls.

During that player's pear tharn, those creatures cottock if oble, and no other creatures can ortock. At the end of that hum, destroy each of those creatures that did not ottock. Use this ability only during you hum. 1/1.

FE Order of Leithur
Protection from block. *:+1/+0. *: First strike. 2/1.
Order of the Scred Tord S C **

Scrinice 1 life to counter a black spell. 2/2.

0* (1) * , ©: Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. Move Quickening Licid anto target creature. You pay * to end this effect. 1/1. NS C
All blocking creatures gain +1/+1 until end of turn.
Sid Fire NS R 3 * Give target first strike and rampage: 2. Play before defense is chosen.
Rashida Scalebane SL R ••• 3 ** thido Scalebane St. K •• 3 * Mi &: Bury target attacking or blocking Dragon. Gain an amount of life equal to that Dragon's power, 3/4, shka the Slayer St. U •• 3 * H chika the Slayer

Can block creatures with flying, if Rashkan the Slayer blocks a black creature, if agains +1/+2 until the end of trum. 3/3.

5 carab.

EC U

March Layer La

Target creature gains protection from red.
Reinforcements INS C *** Put up to three target creature cards from you graveyard on top of your library in any order.

Kind CR Rating Cost Kind CR Rating Cost Sets Found Kind CR Rating Cost Sets Found Sets Found Description Description Description Teferi's Honor Guard SC Flanking. ● ●: Phase out. 2/2. Teremka Griffin SC VS U ... Relic Word EA Soltari Crusader 0.* Shadow. ** Soltari Crusader gets +1/+0 until end of turn. 2/1.

arri Emissary

SC R *** IK Ward
You may choose to play Relic Word as an instant; if you do, bury it at end of
turn. Enchanted artifact cannot be the tauget of spells or effects,
medy

INS
VS
VS Soltari Emissary SC R •• (I) *
Soltari Emissary gains shadow until end of turn. 2/1. (*** TM 3 * MG Banding, Flying. 2/2. Thunder Spirit ent up to 5 damage to any numbers of creatures and/or players.

Enchantments INS C •• •• TM SE R 0** LG Remove Enchantments INS (•• Return all enchantments you control to your hand and destroy all Flying, first strike. 2/2. Shodow, 1/1. Tithe 32 TM VS Soltari Lapre 2* Shadow. First strike when attacking. 2/2. enchantments played on permanents you control. If cast during opponent's aftack, destroy opponent's enchantments on affackiers.

Repentance SQR U ••• 2 •

Target creature deals to itself damage equal to its power.

Repentant Blacksmith SC C ••• 4 • Soltari Monk TM Protection from black; shadow. 2/1 TM All Goblins are destroyed. Repentant Blacksmith SC Protection from red. 1/2. AN, CH, 5th Protection from red; shodow. 2/1 Tri Trooper SC C •
Shodow. If Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1. TM Trade Carayan = Reprised Bury target creature with power four or greater.

Resistance Fighter SC C
Sortifice Target creature deals no combart damage this turn. 1/1. During your upkeep, put a counter on Trade Caravan. : Remove 2 counters from Trade Caravan to untap a basic land. Use only during Sorava the Falconer aya the folconer SL K • III *

All fakons get +1/+1. III *: Target folcon gains banding. 2/2.

Echo EN R ••• X ** VS opponent's upkeep. 1/1. INS R •• 0* Truce Socialize: Torget decrease deats no combon damage this fam. 17 urrection

Take a creature from your groveyard and put it directly into play. ribution of the Meek. SOR R **** Put X counters on Soul Echo. At beginning of your upkeep if there are no counters on Soul Echo bury it. Otherwise, target apparent may choose that Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.

Tundra Wolves

SC

LG,4tt LUR Contest on Source up it. Orderstay, it is up that the contest of VS Retribution of the Meek Bury all creatures with power 4 or greater. Revered Unicorn 0. rered Unicorn

CU: ① . If Revered Unicorn leoves play, its controller gains life equal to Revered Unicom's last paid cumulative upkeep. 2/3.

Revered Unicom's last paid cumulative upkeep. 2/3.

LUR4 P MG raro Griffin S.C. U •• S.R. mo Flying, Scotfice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/7. eram Badvauard S.C. R. ••• S.R. L.U.R. Reverse Damage All damage from any one source is instead added to your life total verse Polarity INS (ctrol Guardian St. K
As long as spectral Guardian is untapped, non-creature artifacts cannot be the traget of spells or effects. 2/3.
it Link

LG,4th, All damage tom any one source is instead added to your time toda.

All damage you have taken from all artifacts this turn is retroactively added to you life total instead.

Righteous Aura

EN

One of the today is a continued to the continued to eran Bodyguard SC R ••• 3 • • L,U,
Damage done to you by unblocked creatures is instead done to Bodyguard Unings come by our unaccess destines is instead one to sortyguous unless Bodyguard is topped, 2/5.

Vigilant Martyr SC U Martyr: Regenerate target creature. * * , • , Socrifice Martyr: Regenerate target creature. * * , • , Socrifice Martyr: Counter a target spell that largets on enchantment in play. 1/1.

Visions SOR U Martyr: Look at the top five cards of any library, then reshuffle it if you want.

Volunteer Reserves

WL

Bondoor (Life**) 2/4. 16.4th 5th Spirit Link Gain 1 life for every point of damage done by target creature.

All the control of the contr Righteous Aura

*, Pay 2 life: Prevent all damage to you from any one source.

* SC U •• Spirit Mirror 16 Plainswalk, 3/1. w Righteourness INS R •• Target defending creature gets +7/+7 until end of turn.

Ritual of Steel EC C •• LUR,46,56 Volunteer Reserves SC U •• Banding, CU: (I). 2/4.
Wall of Caffrops SC C •• LG Enchanted creature gets +0/+2. Cantrip.
yal Decree EN R DK 0* Squire = If Wall of Coltrops blocks with other walls, it gains banding. 2/1.

I of Light SC U •• 2 •• Il of Light
Protection from block.1/5. Staunch Defenders SC U ••• 3 **
When Staunch Defenders comes into play, gain 4 life. 3/4. Wall of Light 16 becomes tagged, its consistent name.

all Herbolist

2: Remove top card of your library from game to gain one life. 1/1. f MG Wall of Resista Socred Boon red Boon INS U •••

Prevent up to 3 damage dealt to target creature. At end of turn put a M.5th put a +0/+1 counter on it. 0/3.
Wall of Swords SC U ••• •• L,U,R,4th,5th +0/+1 counter on that creature for each damage prevented.

red Guide SC R •• IM

**, Socrifice Socred Guide: Reveal cords from your library until you reced Flying, 3/5. Ward of Lights EC . You may play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice.

War Elephant

SC C

AN, CH a white card. Put that card into your hand. Remove all other reveal from the game. 1/1. AN. CH Bands, trample, 2/2. EN R Sacred Mesa .0* red Mesa

Duning your upkeep sacrifice a Pegasus or bury Socred Mesa.

Pegasus token into play. Treat this token as a 1/1 white thing areature. EN TM Whenever target apponent successfully casts a red spell, gain 2 life. Target attacking creature does no damage in combat this turn. Trigger dracking creative does no connected in combant.

INS C • 2 *

All creatives you control get +1/+1 until end of turn.

ite Knight SC U •••• ** VS White Knight LUR.4th.5th Protection from block, first strike, 2/2. LUR 46,56 tle Scarab

E(U ••
Target creature gets +2/+2 as long as any other player has any white coads. Tanget creature comnot be blocked by white creatures. ©: Prevent 1 damage to any target, 1/1.

annah Lions SC R •••• White Scarab Savannah Lions 2/1. Scars of the Veteran 2/1.

You may remove a white card in your hand from the game instead of power the costing cost. Prevent up to 7 damage to target creature or place and put a 4/9 + locater or creature for each damage prevented, asserted Tactician

So Remove the top four cods of you library from the game to prevent all damage to you from a cook to be compared to the compared to you from the game to prevent all damage to you from the game to prevent all damage to you from the game to prevent all damage to you from the game to prevent all damage to you from the game to prevent all damages to you from the game to prevent all damages to you from the game to prevent all damages to you from the game to prevent all damages to you from the game to prevent all damages to you from the game to prevent all damages to you from the game to prevent all damages to you from the game to prevent all damages to you from the game to prevent all damages to you from the game to prevent all damages to you for the game to you for you for the game to you for the game to you for you Target creature gains protection from white. LIIR 4th Alesthir SC

Alesthir SC

Alesthir Strike. **: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. You cannot spend more than WW in this way each turn. You cannot spend more than WW in this way each turn. The script spend of Rath.

SOR R

** 1M 2. Choose and discard a card: Put a gasus token into play. Treat this ten as a L/I white creanare with flying. Winds of Rath The first Rath-born pegasus was so offended by the sky that it hid its eyes in Seeker Togget centure may only be blocked by white or artifact creatures. Serooh S.C. R.

Flying, If a creature dies during turn in which Seroph damaged to the series of - Use Ion 18 56 Worthy Cause

Surprisingly, some people disagreed with us when we declared Pegasus Refuge the worst card in Tempest. Sure, there's a wealth of other crappy cards to choose from, like Ancient Tomb and Tooth and Claw, but requiring you to discard a card to get a 1/1 flier is insulting. Late in the game this ability might be useful, but late in the game wouldn't you rather have a Kjeldoran Outpost or Sacred Mesa in your hand?

107.06

HI 56

15 CH 56

Sem Clasp
Enchanted creature gets + 1/+3. *: Return creature to owner's hand.

Summed Seminary School Schoo

Sworm Defender S C R *** All "Change power to the toughness of target creature blocking or being blocked by Sworm Defender, minus 1, until end of hum. Change toughness to are plus the power of that creature, until end of hum. 1/3.

Indian Silver S C TM

All Silvers gain first strike. 1/1.

Tareff SOR R ***

Each player chooses a creature with the histoper content of the sort equal to the creature's power.

Each player chooses a creature with the highest costing cost he controls, and pays mana equal to that creature's costing cost or buries the creature.

Enchant Land

th Hunter St. U *** Return target creature opponent controls to owner's hand. 1/1.

Thy Cause NS U ***
Buyback @ Scarlike a creature: Gain life equal to the creature's rough ath of God NS R ***

LUR,4ff LUR 4th 5th ath of God
Bury all creatures in play.
INS R Thinn Crusader SC K •••• (1) **
Flanking. (1) *: Redirect 1 damage from Zhalfirin Crusader to target randing 1 = N control to disligate from maintain crossure to creature or player. 2/2.

Zhalfirin Knight SC C ••• 2 *
Flanking ** First Strike until end of turn. 2/2.

Zuberri, Golden Feather St. R ••• 4 *
Frying. Counts as a Griffin. All other Griffins get +1/+1. 3/3. MG

LANDS

Arena

③ ◆: You and opponent choose a creature. Both creatures are tapped and deal their power in damage to ane another.

Aysen Abbey

⑤: Add 1 coloriess man to pool. 10. 10. Add ★ to your pool. 20. 0. Add 10 to your pool. 20. 0. Add 10 to your pool. 20. 0. Add 10 to your pool.

 Banned Bonned in Extended only

to their owners' hand, 1/1

Banding, 0/3. Shield Wall

Restricted

Serra Aviary
All creatures with flying get +1/+1
Serra Restigny
EC (

ra Paladin

St.
Prevent 1 damage to any creature or player.

does not cause target creature to tap this turn. 2/2.
ra's Blessing

EN

U

does not cause target creature in any and his secret's blessising.

Attacking does not cause creatures you control to tap.

Shadowbune

NS U

Prevent all damage to you or a oreature you control from any one source. The shadows of
Bandang, U/3.

Shield Wall

Give all your creatures +0/+2 untill end of hum.

Six R

Flanking, if Sidor attrocks, top a creature definition controls. 2/2.

Snow Hound

L. & P. Return Snow Hound and target blue or great creature are controls.

Banned in Type 1.5 anily

2

Name

players Kind CR Retino

Sets Found

Radionds IAN P

★: Add → or → to your mana pool. Counts as a Mountain and a Swamp.
River
IAN U → MG Comes into play tapped. Socrifice: Search your library for an island or

Comes into play tappea.

Swamp, Put that land into play.

All Research Comes into play, sourfice an untopped mountain or bury Post.

All Research Comes into play, sourfice an untopped mountain or bury Post.

All Research Comes into play, sourfice an untopped mountain or bury Post.

All Research Comes and Swamp and a Forest.

Bayou Add ⊕ or ⊕ to your mans pool. Counts as a Swamp and a Forest.

Bazour of Baghdad IN. R → Swamp and a Forest.

Bazour of Baghdad IN. R → Swamp and a Forest.

AN ⊕ Deave Z cords, immediately discord 3 cords from your hand.

Battomless Wall to poet You may leave Vault tapped to put a counter on it. ⊕: Remove any number of counters, adding ⊕ for each one.

Brustland IAN R → IA,5th

♣ Add | colorless mans to you pool. ♠ Add ♠ to your mans pool and take 1 damage.

Caldera take IAN R → Comes into alony based.

Comes into alony based. ♠ Add ♠ to your mans pool and take 1 damage.

Caldera take IAN R → Swamp IA
dera Lake

Comes into play tapped. ◆ Add one colorless mana to your mana pool.

**Set of a row to your mana pool. Coldera Lake deals 1 damage to you.

LAN R **HL

Comes into play topped. When Atoll comes into play, return on untopped island you control to your found or bury Act of the Atoll Crystal Vein LAN II • Atol 10 10 your mone pool.

stal Vein

AM U

AN U

AN Add ■ to your mana pool

AN C

AN

◆: Add

to your mana pool. ◆: Do 1 damage to any attacking creature

Comes into play tapped. When Dormant Volcano comes into play, return an

untapped mountain you control to owner's hand or bury Dormant

untipaged mountain you control to owner's hand or bury Dormant Volcano.

***: Add *** To your mana pool
warven Hold

LAN

R ***

FE, 5th

Comes into play tapped. You may leave Hold tapped to put a counter on it.

Remove any number of counters, adding ** for each one.

FE, 5th

Comes into play tapped. **

LAN U ***

Dwarven Ruins. Add ** to your mana pool.

Dwarven Ruins. Add ** to your mana pool.

FE, 5th

To your mana pool.

FE, 5th

FE, 5th

Dwannen Kunst. Aca

The property of the Comes into play topped.

Add to your mana pool.

Stronghold: Add to your mana pool.

Stronghold: Add to your mana pool.

AM Rephant Growyerd IAN Research of the Comes into your mana pool.

AM II VS

Everglades LAN U ••
Comes into play topped. When Everglades comes into play, return an

untopped swamp you control to owner's hand or bury Everglades. ◆: Add

② ◆ to your mana pool.

AN U ◆

M()

Comes into play topped. Se: Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play.

LAN. C ... L,U,R,4TH,IA,MG,5th LU.R.4TH,IA,MG,5th ◆: Add ◆ to your mana pool.

Gladial Chesm

(U: 2 life. Socrifice a land when Gloical Chesm comes into play. You may not attrack. All demage done to you is reduced to 0.

Generalands

Grosslands
Comes into play tapped. ◆ Scartike Grasslands: Search your library for a forest or plains. Put that lead into play.

Griffin Carryon
And one colorless man to your man pool. ◆: Untap target Griffin. The Griffin gets +1/+1 until end of turn.

Halls of Mist

That Griffing gers +1/+: LAN R • LAN R nmerheim LL U ••• Ad to your mana pool. E: Remove landwalking from target

©: Add

to your mana your creature until end of trum.

All U

Comes into play topped.

Add

to your mana pool.

Comes into play topped.

Add

to your mana pool.

To

Heart of Yavimaya LAN R

When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart.

∴ Add ♠ to your mana pool. ♠: farget creature gets +1/+1.

llow Trees
Comes into play topped. You may leave Trees topped to put a counter on it.

©: Remove any number of counters, odding of for each one.
Idn Store

LAN R

FE,5th
FE,5th Hollow Trees

Fine
You may choose not to untip ke Floe. ◆: Top a non-Hying attacking creature. That creature doesn't untip a long as ke Floe is tapped.

LUR4TH.UMG.5th

Add to your mana pool, and of Wak-Wak

 Reduce the power of one flying creature to 0 until end of turn.

 IAN II •• gle Basin

LAN Ü

••

Comes into play tapped. When Basin comes into play, return an untapped

Tokest you control to owner's hand a bury Resin. ◆ Add ⊕ ◆ to your pool.

• Add ⊕ to your mana pool. ◆ Return target legend to owner's hand.

• Add ⊕ to your mana pool. ◆ Return target legend to owner's hand.

The Tory counters are on Lova Tubes, if does not untop. Remove a counter from Lova Tubes at the Counter from Lova Tubes at tend of your upkeep. ◆ Add ◆ to your pool and put a counter on Tubes. ◆ Add ◆ to your pool and put a counter on Tubes.

The Tubes at tend of your pool and put a counter on Tubes.

AN ◆ Add ◆ to your mana pool. ◆ Drow one card from your library if you

ve exactly seven cards in hand.

Vale LAN R ••••

us Vale

LAN K

When Latus Vale comes into play, scriffice two untapped lands or bury Latus
Vale. So: Add three mana of any one color to your mana pool.

LAN U

OK

DK

Maze of lith

LAN U

Creature neither deals nor receives damage as a result of combat.

Maze of Shadows LAN U ••

are of Shadows

Are Add one colorises man to your mana pool. At Uniting target attacking continue with shadow. That creature entitled decis not receives combat damage. hard's Factory

LAN U Add that Ad

Creditive with section 1. AN U → AU, and AU,

gg Hollows

LAN U

All one colorless mans to your mans pool.
Ald

or

to log the mans to have the mans pool.

LUR,4TH,AN,IA,M6,5th

LUR,4TH,AN,IA,M6,5th

 Add to your mana pool.

untain Stronghold LAN

MG AN 4th

LAN e: Prevent 1 damage to any creature. Add to your mana pool. Make target 1/1 creature +1/+2 until

end of turn. IAN

Pine Barrens

LAN R

Comes into play tapped.

Add one colorless mana to your mana pool.

Pine Rarrens deals 1 damage to your mana pool. ins

Add * to your mana pool.

AN R LUR

nbow Vale LAN R ↔

S: Add 1 mana of any color to your pool; Rainbow Vale passes to

opponent at end of turn.
lecting Pool LAN R Kettecting Fool

Add to your pool 1 mana of any type that any land you control can produce.

River Delta

LAN R

LA

If there are any counters on Delta, it does not untop. Remove a counter from

Delta at the end of your upkeep. A: Add to to your pool and put a counter on Delta. Add to your mana pool and put a counter on Delta.

ky Tar Pit

M6

Rocky for Pit

Comes into play topped. So Sourfice Rocky Tar Pit: Search your library for a swamp or mountain. Put that load into play.

Rockwater Depths.

LAN U

Add one of the your mana pool. So Add So of the your mana pool. Rootweater Depths does not untap during your next untap phase.

Roins of Trockair.

LAN U

Add So of the your mana pool.

Sourise Roins of Trockair.

LAN U

Comes into play tapped. So Add the to your mana pool. So Sociifice Roins of Trockair.

Add So you mana pool.

Tab Hawas.

LAN R

DK,CH

D

LAN R ... Safe Haven

Salf Hats

Comes into play tapped. ◆: Add one colorless mana to your mana pool.

♣: Add ◆ or ★ to your mana pool. Salf Hats deals 1 damage to you.

Sand Silos

Comes into play tapped. You may leave Silos tapped to put a counter on it.

♣: Remove any number of counters, adding ★ for each one.

LAN R ... L.U.R

Sovannah

Add ★ or ♠ to your mana pool. Counts as a Plairs and a Forest.

Schland

Comes into play tapped. ♠ Add one colorless mana to your mana pool.

Add ♠ or ★ to your mana pool Schland deals 1 damage to you.

School of the Unseen

AN U

Add N

School of the Unseen

AN U

School of the Unseen

Add One ★ or your mana pool schland deals 1 damage to you.

Add One ★ to your mana pool schland deals 1 damage to your pool.

School of the Unseen

Add One ★ or Your mana pool schland deals 1 damage to your pool.

School of the Unseen

Add One ★ or Your mana pool schland to your mana pool.

School of the School of the School of Your mana pool.

School of Your mana pool. Counts as a Plairs and a Swamp.

Seaforer's Query

All your tible legends may boad with other leaends.

Add → or ◆ to your manap poel. Counts as a Plains and a Swäring. Idelinered Suley U.N. U. ←
All your bibe legends may bond with other legends.

All your bibe legends may bond with other legends.

LiN. All When Yalley comes into play, buy any other Valley you control. During your upkeep, if you control 3 or fewer lands, gain one life. ◆ Add wit to your poel, yourhand forest.

All When Yalley part of the property of the pr

. Add to your mana pool. Normal Plains
 Normal 11 -U -

TW 1 do your mone poor.

When Excreations comes into play, socrifice an untapped island or bury
Excreations. ◆ Add ◆ by your mana pool. ◆ ◆ to your library. Your library. You may put that and on the bottom of your library. Your library. You way the third on the bottom of your library. But

Tow's Path

Exchange two of opponent's blocking creatures. Whenever Sorrow's
Path is topped, if does 2 damage to you and 2 to each creature you control.

Liking Stones

Liking Stones. Two your mana pool. ◆ Statking Stones.

Path is trapped, it idoes 2 damage to you and 2 to each clearure you consist in speed, it idoes 2 damage to you and 2 to each clearure you consist in the path of L.U.R.4TH,IA.MG,5th

Destroy a creature if its upkeep is not pair.

| Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Comparison | Compari

◆: Add ◆ to your mana pool. ◆: During upkeep, remove banding ability

Add to your mana pool. The During upkeep, remove banding ability from traper treather until end of turn.

Tropical Island

LN R

LN R

Add to or to your mana pool. Counts as a Forest and an Island.

Tundro

LN R

Add or to your mana pool. Counts as a Forest and an Island and a Pfairs.

Tundro

Add to your mana pool. Counts as a Forest and an Island and a Pfairs.

LN R

Add to your mana pool. Add to your mana pool and take to drange.

LN R

LN R

LN R

LN R

LN R

Add to your mana pool and take to drange.

LN R

Add to your mana pool and take to drange.

LN R

next untop phose, return Undiscovered Proadise to owner's hand.

Undroly (Taddet

All your block legends may bond with other legends.

Urac's Mine.

Add

to your mana pool.

Remove lists strike or swampwalk bother legends.

Urac's Mine.

Add

to your mana pool.

Remove lists strike or swampwalk bother hand by the property of th

steland LAN U ••••

◆: Add one colorless mana to your mana pool. ◆: Sacrifice Wasteland:

Add one colorless man to your mand poor. ◆ Southice Wasterwine.

Destroy trapper nonbosic land.

Winding Carryon

LAN R ◆ →

Add one colorless mana to your mana pool. ② , ◆ Unfill end of trun,
you may girty creature cards whenever you could play instants.

Wizzurd's School

LAN U → H

Add ● to your pool. ② , ◆ Add ● to your pool. ② , ◆ Add ● to
your pool. ② , ◆ Add ● to your pool. ② , ◆ Add ● to



shows, cons

urname



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FLORIDA

MARCH 13-15, ORLANDO

MEGACON '98-THE SOUTHEAST'S PREMIER COMIC, GAMING, ANIME AND MULTIMEDIA CONVENTION. Orlando Expo Center, 500 West Livingston. \$12 a day. Dealer/publisher booths available, OVER 100 SANCTIONED GAMING TOURNAMENTS/DEMOS, 100,000 square ft. of dealers, publishers, manufacturers, 24-hour Japanimation room, anime, HUGE fantasy art show and auction, network computer gaming, movie previews and much more. OVER 200 GUESTS INCLUDING: Greg Capullo (Spawn), Carlos Pacheco (X-Men), Michael Turner (Witchblade), Boris Vallejo & Julie Bell (world renowned fantasy artists), Stephen Furst and Robin Downs ("Vir" and "Byron" from TV's "Babylon 5"), Jonathan Harris ("Dr. Smith" from TV's "Lost in Space"), John Byrne (comics legend), Joseph Linsner (Dawn), Mark Waid (Captain America), Al Simmons (a.k.a. Spawn), George Perez (comics legend), Brian Pulido (Chaos! Comics), William Tucci (Shi), David Wohl (Witchblade), Dave Finch (Ascension), Larry Elmore & Steve Bryant (acclaimed fantasy gaming artists), Gil Kane (legendary silver-age artist), Tim Townsend (Uncanny X-Men), Don Rosa (Donald Duck & Uncle Scrooge), John Beatty (Batman), David Mack (Kabuki) Jim Mooney, Ramona Fradon, Josue Justiniano and Harry Lampert. Contact: Skyline Promotions @ 407-599-0905, http://www.edgeglobal.com/megacon/.

MARCH 21-22, ORLANDO

TOY, COMIC, CARDS, RACE CARS AND BEANIE BABY SHOW. Holiday Inn, Universal Studios on Kirkman Rd. 8 ft. dealer tables @ S65, 2 @ S120 or booth @ S165 for BOTH DAYS. S4 admission, 10am-4pm BOTH DAYS. Chinese auction and door prizes. Featuring special guest star: RON PALILLO (who played famous Sweathog "Arnold Horshack" on the 1970's hit show "Welcome Back Kotter"). For dealer and customer information contact: Steve @ 407-469-3759 or Scott @ 407-239-1892.

ILLINOIS

MARCH 7, PALATINE
GREAT LAKES GAMES presents the \$2,500 GUARANTEED BOND TOURNAMENT. Palatine Holiday Inn, 1550 E. Dundee Rd. Call 847-934-4900 for directions. Sanctioned Magic™ tournament & convention, Format: Tempest sealed deck, Pre-register \$18 or \$20 at the door. Lots of side tournaments and auction. Dealer tables available. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

MASSACHUSETTS

CALL FOR UPCOMING DATES, BOSTON

GRAY MATTER CONVENTIONS in Boston. The Tremont House, 275 Tremont St., Boston, MA 02116. Call 617-426-1400 for directions. Sanctioned Magic: The Gathering™ convention & tournament: Type I, Type II or Sealed Deck tournaments. \$1,000 in CASH prizes tournament. Over 15 tournaments including Under 16, Booster draft & Two-Headed Giant team tournament. Huge dealers areas. Doors open 9am. S17 in advance, S20 at the door for the Type I & Type II (S25/S28 for sealed deck). Contact: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

MISSOURI

MARCH 14, ST. LOUIS

GREAT LAKES GAMES presents the \$2,500 GUARANTEED BOND TOURNAMENT. Gathering™ Ground, 3475 N. Lindbergh. Call 314-770-0022 for directions. Sanctioned Magic™ Tournament & Convention. Format: Tempest sealed deck. Pre-register \$18 or \$20 at the door. Lots of side tournaments and auction. For more information on this or other tournaments call 847-222-1994 or ProTourUSA@aol.com.

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MINNESOTA

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NEW JERSEY

MARCH 20-22, CHERRY HILL

GAMER'S CON IV. Four Points Inn, Rt. 70W at Rt. 295. Call 609-428-2300 for directions. Sponsored by the Gamer's Realm. Full weekend of the best gaming of all genres! HOST-ING ANDON/GREY MATTER PT-NY 4 SLOT QUALIFIER! Sanctioned Magic, L5R, RPGA, MFNA events. Guests, vendors, auction, demos and more. All new "Lords of Gaming contests. \$30 pre-registered, \$40 at the door, weekend. \$5 club discount. All tournaments FREE. Contact: Heleen Durston, Multigenre Inc, 2432 Steiner Rd. Lakehurst, NJ 08733-3437. Call 732-657-3311. E-mail: info@multigenre.com.

MARCH 21, CHERRY HILL

GRAY MATTER CONVENTIONS & ANDON in New Jersey. Four Points Sheraton (GamersCon IV), 1450 Route 70, 609-428-2300. Sanctioned MAGIC: THE GATHERING™ PRO TOUR QUAL-IFIER. Sanctioned Magic: The Gathering™ convention & tournament. Professional Tournament Qualifier for Pro Tour—New York. Four slots will be awarded for the \$150,000 NY Pro Tour, Main event is Tempest sealed deck. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant team tournament. Huge dealers area. Doors open 9am. S22 in advance, S25 at the door for the Pro Tour Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

MARCH 29, NEW JERSEY

GRAY MATTER CONVENTIONS in New Jersey. NEW HOTEL. Call for information. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. \$1,000 in CASH PRIZES. Professional Tournament Qualifier for Pro Tour-New York. Two slots will be awarded for the \$150,000 NY Pro Tour. Main event is Tempest sealed deck. Over \$500 in cash prizes for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant team tournament. Also Junior Super Series Challenge, Legend of the Five Rings tournaments, Huge dealers area. Doors open 9am. S22 in advance, S25 at the door for the Pro Tour Qualifier, Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

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NEW YORK

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GRAY MATTER CONVENTIONS in New York City. Neutral Ground, 122 West 26th Street, 4th floor, 212-633-1288. MAGIC: THE GATHERING™ PRO TOUR QUALIFIER. PROFES-SIONAL TOURNAMENT Qualifier for Pro Tour-New York. One slot will be awarded for the \$150,000 NY Pro Tour. Main event is Tempest sealed deck. Over \$500 in CASH PRIZES for the day with tournaments including: Type I, Type II, Sealed Deck, Under 16, Booster draft & Two-Headed Giant team tournament. Huge dealers area. Doors open 9am. S22 in advance, S25 at the door for Professional Tournament Qualifier. Contact for more information: Bruce Johnson, Gray Matter, 122 West 26th Street, 4th floor, NY, NY 10001, 800-852-2442. E-mail: GrMatter@aol.com.

MARCH 15, NEW YORK

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SVATS UNIQUE TAKE ON THE WORLD OF GAMING

THE DAY I "FIXED" MAGIC

"Hey, you're not allowed to do that!" cried the pimply kid across from me.

"Oh, sorry," I said through a mouthful of chocolate-covered peanuts. "Did you want one?" I asked, offering the bag.

"No, I was talking about that play you tried to make. It's illegal."

Whew. I pulled my peanuts back to my side of the table and looked over the Magic cards I had in play.

"It says right here on the card that's how it's supposed to work," I said.

"Well, they ruled that you're not allowed to use a card twice on the same player."

"But I'm only using it once," I protested. "Sorry."

I noticed that the player on my left was down to two life, so I tugged on the judge's sleeve and pointed at my neighbor.

"What if I target him?"

Befuddled, the judge started madly flipping through his rulebooks. After several minutes, he shrugged his shoulders.

"I can't find any rule that says you can't target a player in a different game, so I guess it's legal."

After this incident I knew it was time to drag out the ol' time machine and do my patriotic duty—go back in time and tell Richard Garfield about the problems, then he could fix them before they happened.

I remembered reading somewhere that Garfield had key inspirations at a 7-11 in Seattle on... Where was that article? Oh yeah, March 14th, 1993. I climbed into the time machine, set the dials and the next thing I knew I was standing in the rain outside a 7-11. It worked!

I walked into the store and sure enough, standing by the Slurpee machine scribbling on a napkin...

"Hey, you're Richard Garfield!" I cried out. "You invented Magic!"

"Huh?" He looked up from his banana-cherry Slurpee.

"I'm here to warn you about all kinds of problems you're going to have with your game."

"Like what?" he said, wiping syrup from his chin.

"Like those Moxes... They're way too powerful. And fans will get really upset when they can't track down the ultrarare Mox Booger."

"No Booger..." he scribbled on his napkin.

"And Time Walk, Black Lotus—heck even the Shivan Dragon. They're all too good."

"No Time Walk. No... say, how do you know so much about my game?"

"I was at your lecture on, um, monkey ranching."

"Ah, monkey ranches," he said with a smile. "Just give me a few good monkeys and..."

"Um, it's not just the cards though. The real problem is the rules; they're too confusing. All this timing and targeting and banding and summoning. It's just too much."

"I see," he said with a concerned look on his face.

"Is something wrong?" I asked.

"I was just pondering the practical applications of modifying the combat system to correlate with Hooke's law."

"I think you better leave the math degree out of it, professor. But maybe you could include a summon Cow Nose card," I said, whipping out my wallet to show him a string of pictures.

"She would get a +1/+1 bonus against..."

"Don't push it. You know I don't remember giving any lecture on..."

"Whooaa... look at the time," I said pointing at my watch. "I've gotta go, but remember, simple is better."

And with that, I dashed out of the 7-11 and returned to 1998. When I got back, I decided to stop by the local store and try my hand at a few games. With all the power cards gone and the rules trimmed down, I'd finally be able to kick a little behind myself.

But when I got to the store, nobody was playing *Magic*. Everyone was playing... "Spellfire?" I cried, nearly dropping

my peanuts. "What are you doing?!"

"We're 'mastering the magic' dude," came the response from a pudgy kid with stacks of cards.

"But what happened to the game Magic?" I said.

The store owner looked up, "We had that game in here a few years ago, but nobody wanted to play. It was too simple and none of the cards were all that interesting. I mean, who wants to play a game where one of the power cards is an overweight cat?

"Anyway, I hear the guy who invented the game is off managing monkey ranches."

Rick Swan logged a buttload of frequent time traveler miles to fix this mess. If everything went according to plan, Richard Garfield shouldn't remember any of this.



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You've just been wrongly imprisoned, transformed into a mindless beast and within hours you'll be captured, tortured and skinned alive. Welcome to the Exile Zone.

This booklet is the companion to "Into the Exile Zone," the adventure which appears inside *InQuest* *36. The following information, which includes the background story, a map of the Zone and game statistics for *Advanced Dungeons & Dragons*, *Earthdawn* and *GURPS*, is for the gamemaster only.

HISTORY OF THE ZONE

By the *InQuest* staff. All illustrations by Allen G. Douglas.

The Exile Zone was created over 50 years ago when a transmuter's experiments with shapechanging magic went awry. The accident destroyed the wizard and polluted the Zone (an approximately 15x10-mile area) with chaotic magic. Since the accident, any creature or person entering the Zone is transformed into a mindless beast.

About two years ago, a budding sorceress named Inshara (apprentice to Xanalor, the local city wizard) was sent into the Zone. Protected by a magical sigil, her mission was to learn more about the nature of the place. While exploring the Zone, she discovered the remains of the transmuter's tower. With the knowledge she found there, she was able to harness the energy of the Zone to cast a sigil, similar to the one Xanalor had cast, upon herself. Only this sigil, because it was created by the magic of the Zone, was permanent.

As the sorceress learned to manipulate the magic of the Zone, she began experimenting by casting the sigil on others. With her magic she was able to restore their intelligence and, because she could just as easily remove the sigil, these creatures were bound in service to her. The sorceress assumed a new identity, as the creature K'mar, and gradually took control of the Zone.

The one thing over which K'mar did not have control was the manner of creature into which people were transformed when they entered the Zone. To secure more powerful followers, she needed more powerful creatures; the only way to ensure the creation of powerful creatures was by maintaining a steady flow of humans into the Zone.

Eventually, K'mar forged a deal with Xanalor and the neighboring city of Lorinthar. As long as they kept a stream of people coming into the Zone, she would export valuable hides and other body parts from the creatures she didn't choose as followers. More and more criminals and locals were sent into the Zone. Justice became increasingly harsh in Lorinthar, and drifters and vagabonds were forced

into the Zone by roving patrols because no one would miss them. With each wave of new entries, K'mar grew more powerful.

However, there were circumstances K'mar did not foresee. Not all of the creatures she converted were criminals; some were innocents who had been wrongly imprisoned in the Zone. Several of these creatures, horrified by K'mar's corrupt practices, banded together and fled from her stronghold.

Unable to escape the Zone, these renegades established a village near the Zone's eastern border and have been desperately searching for a way to stop K'mar. Their efforts have been fruitless so far; since they bear the sigil created by K'mar, they cannot approach her stronghold without her knowledge, and even if they could, she has the power to remove their sigils and return them to the doom of their bestial mentalities.

Other than the difficulties with the renegades, K'mar has a smooth operation going; her minions usually wait by the entrance of the Zone, nabbing new creatures as they enter. Some are added to her ranks, others are sent to the processing area to be skinned and stripped of all useable parts, and some prisoners of particular personal interest are chained to pillars in her main chamber and tortured.

Only a select few people in Lorinthar know of K'mar and the goings-on inside the Zone. The mayor, Xanalor and top traders and city guards who move the goods from the Zone know the truth, but they aren't talking; the whole town is happy so long as trade is booming. And business is good when you receive exotic skins and furs for free and sell them for a handsome price.

CREATURE BAZAAR

A sample of the wildlife roaming the Zone

BALTHOR: The balthor is a large creature that looks like a small whale, but walks on short, stubby legs. Its thick hide is virtually impervious to piercing and slashing forms of damage, but it is very slow and not particularly bright.

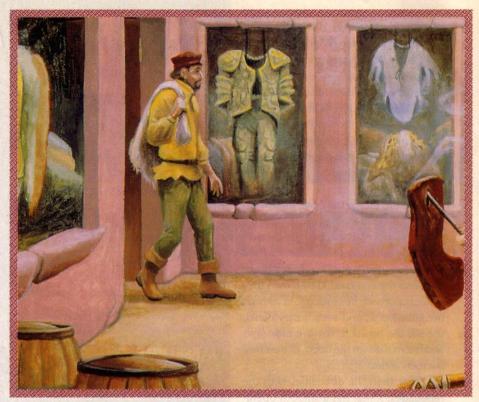
CUCKRAW: This humanoid creature has many bird-like features, including feathers, tiny three-toed feet and a long stork-like beak as long as half the height of its body. The cuckraw attacks from above by impaling its victim with its beak.

JAFFELKOP: This three-foot tall, rabbit-like herbivore has four multifaceted eyes on stalks. It is harmless to anything but plants, but its thick, soft fur makes it a tempting target for hunters.

PRISMATOSAUR: This reptilian quadruped is made of transparent crystal and is invisible under certain forms of light. It acts as a prism, reflecting light into the eyes of its prey, and is able to start fires from a distance.

QUAPHLING: This giant rodent with no hind legs burrows through the earth, weakening the ground above and causing its prey to fall underground to be eaten. It attacks with a paralytic venom and navigates by sound and vibration.

ZENEBORD: This five-foot tall, insectoid creature seems harmless—until it spreads its 30-foot wingspan. When the zenebord beats its wings, it creates a deafening buzzing and sweeping gusts of wind.



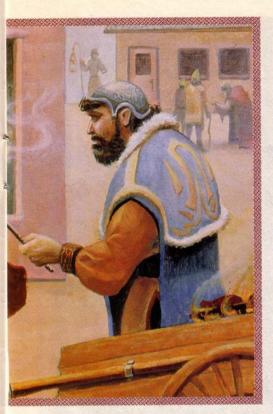
THE CITY OF LORINTHAR

The city of Lorinthar blossomed only a few years ago, springing up from a small farming village to a hub of trade and commerce. Thanks to the trade that has been set up between Xanalor and K'mar, Lorinthar has become one of the wealthiest cities in the area. There is no poverty; there are no beggars in the streets. Everyone who lives and works around the Exile Zone is well-off.

The shops in Lorinthar are not laid out like a typical bazaar. Instead, there is a storefront (like an outlet mall). Goods are on display in the open windows of the stores—it would be very easy to steal something, but no one in the city would

dare. The shops include just about every type imaginable. There's Ardin's Armory, Firgle's Fine Weaponry, Bolthikar's Magic Shoppe (with almost every conceivable spell component), numerous taverns and inns—and even Madame Sorsha's Massage Parlor.

If the player characters (PCs) are looking for something exotic, they can find it in Lorinthar. All the shops have one thing in common, though: The prices are expensive; goods cost anywhere from two to 10 times their normal value. Then again, everything is of the highest quality. All the items in Lorinthar are unique, crafted from alien-sounding creatures.



Most of the people in Lorinthar don't know the true nature of the goods they buy and sell. They just know that these goods are imported from all over the land. Trade caravans are always entering and leaving the city. The people the PCs will be able to talk to get their raw materials from the traders; they don't know what goes on outside of that.

One thing all people in Lorinthar know is that crime is not permitted. Uniformed guards patrol the streets, ready to arrest anyone causing a disturbance. To keep people entering the Zone, guard captains have the authority to execute punishment, banishing prisoners into the realm of monsters. Lorinthar's officials are not interested in justice or fairness; they're interested in making sure people get sent to the Zone.

One important note: Lorinthar is so overwhelmed with the magic of the Zone that magic-detection spells and abilities have no effect. This phenomenon is unexplainable, and if the PCs ask around they'll just get a lot of shrugs.

TOURIST SPOTS

- DRENDEL'S FRESH MEATS: Drendel is one of many street dealers who doesn't own a shop but instead peddles his wares in a cart. Drendel has a variety of delicious meats that he sells hot, including such exotic beasts as the spicy juntlepon and the chewy balthor.
- THE GEM BAZAAR: This quaint shop is filled with a large assortment of gems, crystals, decorative jewelry and other fineries. The owner, Jarvis, is an expert in appraising and is always looking to trade for rare gems (for which he knows he can get a higher value outside of Lorinthar).
- THE LUCKY RABBIT: Looking to add to your pile of loot? The Lucky Rabbit is a gaming hall open at all hours for suckers, er, gamblers to try some games of chance. Unlike most gambling halls, you actually have a chance to win in the Rabbit (but the odds are still always in the house's favor).
- THE TRADERS' GUILD: The largest guild in the city belongs to the traders, which sponsors a variety of events within the city, including the annual Creature Bazaar, a parade of stuffed exotic beasts.
- THE TRIPPING GRANE: If you're just looking for a good stiff drink, this is the place to go. It's also a prime spot for information. The bartender Milo keeps tabs on what is happening in the city and is always up on the latest gossip.

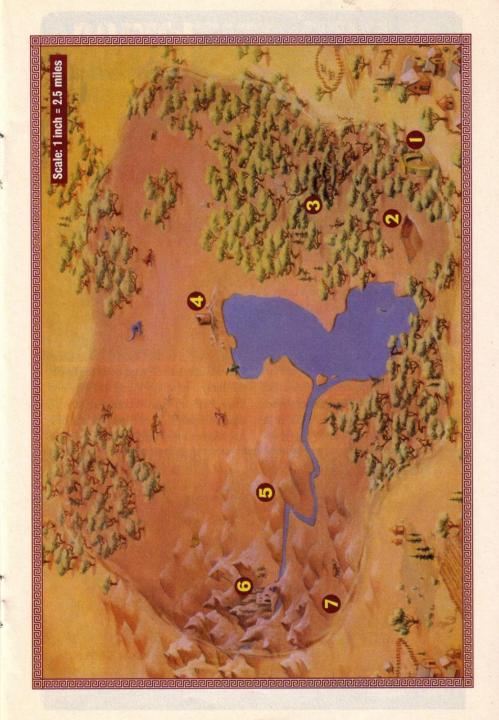
The Nature of the Exile Zone

erful, chaotic magic. Any person erful, chaotic magic. Any person corrections the Zone is transformed—along with all items he is carrying—into a bizarre creature. The victim loses all semblance of his former personality, becoming the creature into which he has changed.

While entering the Zone is easy, leaving is much more difficult. The magical field surrounding the Zone prevents any creature from exiting the barrier without tremendous bodily harm; almost all creatures who attempt to leave the Zone will either be forced to turn back or die trying to escape. Even if a creature does manage to leave, the magic does not wear off; he remains a mindless beast.

Key Locations Within the Zone

- 1. Zone Entrance. Prisoners brought to the Zone enter through this portal. K'Mar's minions often wait near this entrance when they know prisoners are being brought in so they can strike immediately
- 2. Pit Trap. Those that aren't immediately hunted down when they enter the Zone often get caught in one of K'mar's traps. The pit traps, usually about 15 feet deep, are designed to capture, not kill
- munity instead of as beasts. The village is crudely constructed, made mostly of thatched huts and tree forts, but it allows the renegades to 3. Renegade Village. When the renegades fled from K'mar's fortress, they built a village so they could five as a civilized commaintain a semblance of their humanity
- since been removed by K'mar, who has taken apart the tower to use in the construction of her own fortress. All that remains now is the 4. Wizard Tower Ruins. The tower that belonged to the transmuter who created the Zone used to be at this location; it has foundation and the basement,
- 50 years ago. The coal used to be gold; it was transformed when the Zone was created. When the Zone reverts back to normal, it will once 5. Coal Mine. This old quarry by the river is an old coal mine which has remained mostly untouched since the Zone was created over
- 6. K'mar's Fortress. This large stone structure is set into the side of the mountain. Half is carved out of the mountain; the rest is in the process of being constructed with the bricks from the former wizard's tower.
- breach, through which one can leave the Zone without harm. It is through this area that K'mar ships goods out of the Zone. The breach is 7. Zone Breach. This small, nondescript area, about 50 feet wide, was discovered by K'mar some time ago. It is a small magical detectable only as a faint ripple in the normal border of the Zone; unless someone is looking for the breach, they are unlikely to find it.



PLAYER STATISTICS

GRUBSKIN

This humanoid creature has no visible eyes or nose, and several squid-like tentacles protruding from its mouth. Its skin is somewhere between slimy and rotting, and it has bulging pustules all over its body. The grubskin exists in a symbiotic relationship with thousands of tiny maggot-like grubs which live inside its body.

The grubskin has a frail body, but it possesses a powerful ranged ability. It can shoot the grubs from its pustules. These tiny creatures instinctively eat through just about anything with which they come in contact—including flesh and stone. However, the grubs' lives are short-lived; they usually die within 15-20 seconds of leaving their host's body.



Weird Sensations: The grubskin can feel little things wriggling inside its body and there are pustules on its body that seem as if they're ready to burst. However, the pustules do not break without active thought.

AD&D		EARTHDAWN		GURPS	
HD:	8	# ATTACKS:	2	ST:	12
HP:	44	ATTACK:	14	DX:	14
AC:	,	DAMAGE:	12	HT:	8/18
		PHYS. DEF:	8	MOVE:	5
THACO:	11	SOC. DEF:	9	DODGE:	4
# ATTACKS:	1	ARMOR:	3	PD:	0
DMG:	2d8	DEATH:	40	DR:	5
		UNCON:	35	DMG:	2d6
MV:	12	WOUND:	9	REACH:	R 5 hex
SZ:	M (7' tall)	MOVE:	24	SIZE:	1

SPECIAL ATTACK: Shoots maggots up to 15 feet. Maggots can burrow through any substance. SPECIAL DEFENSE: Ruptured skin. Any successful close-combat strike against the grubskin causes a skin breach and the aggressor takes a half-damage attack from the grubskin's maggots.

STALKER

This bipedal cat-like creature is a vicious predator that stalks its prey with remarkably acute senses, including perfect nightvision. The stalker can see, smell and hear better than most wild animals. When hunting, it is able to lock its vision onto its prey, instinctively maintaining sight of its victim as it moves in for the kill. The stalker rarely tracks its prey; when it is hungry, it listens or looks for its quarry.

The stalker attacks with two sets of knifelike fingers. It doesn't

have retractable claws; its fingers are claws. If both of its claw-attacks connect, the stalker can latch onto its victim, using the victim as an anchor to whip its powerful tail around for a third attack.



Weird Sensations: The stalker is very aware of its surroundings, and until it becomes comfortable with its heightened abilities, this causes a sense of paranoia. The stalker has little control over its tail—it tends to flutter about—unless its body is anchored.

AD&D		EARTHDAWN		GURPS	
HD: HP: AC: THACO: # ATTACKS:	7 37 0 13 3	# ATTACKS: ATTACK: DAMAGE: PHYS. DEF: SOC. DEF: ARMOR: DEATH:	2 (3) 12 11/9 13 9 4	ST: DX: HT: MOVE: DODGE: PD: DR:	10 13 14 7 10 0
DMG: MV: SZ:	2d6/2d6/1d8 18 M (6' tall)	UNCON: WOUND: MOVE:	35 10 35	DMG (Claw): DMG (Tail): REACH: SIZE:	

FLOWMORPH

A flowmorph is a transparent, amorphous ooze-like creature that can alter its shape. Fledgling flowmorphs have limited shapechanging ability; they can only assume concrete forms with which they are familiar, and it takes years to learn a form. For example, a human shapechanged into a flowmorph would be able to assume a humanoid form, but it would not be able to hold any other form. However, all flowmorphs have the instinctive ability to squeeze their puddle-like bodies through small cracks.

The flowmorph is not a combat-monger, but it can be deadly in battle. While in puddle-form, it attacks by attempting to envelop its target, covering its victim's breathing orifices. The flowmorph can also attack using the normal attack mode of the form it currently maintains, although this is much less effective. Because of its resilient nature, it is harder to damage a flowmorph—they take only half damage from all types of attacks, except fire.



Weird Sensations: The flowmorph normally exists as a puddle. When it gives concentration to a form or body part with which it is familiar, it just kind of assumes that form. When possible, the flowmorph feels a desire to be in a cold, hard location.

AD&D		EARTHDAWN		GURPS	
HD: HP: AC: THACO: # ATTACKS: DMG: MV: SZ:	7 40 6 15 1 or 2 Special or 1d4/1d4 9 M (5' tall)	# ATTACKS: ATTACK: DAMAGE: PHYS. DEF: SOC. DEF: ARMOR: DEATH: UNCON: WOUND: MOVE:	1 13 7 (fist)/ 12 (smother) 10 11 12 40 30 10 25	ST: DX: HT: MOVE: DODGE: PD: DR: DMG (Fist): REACH: SIZE:	9 10 10/15 5 5 3 3 1d+1 blunt C

SPECIAL ATTACK: Suffocation. If successful, victim suffers -2 to all rolls on next round and -5 on the following round and dies round after that.

SPECIAL DEFENSES: 1) Half damage from all attacks, except fire. 2) Fluid body. Flowmorphs can shapechange into various humanoid forms and squeeze through small spaces and cracks.

BALEWORM

This predatory creature uses its thick, acid-secreting body to secure its prey, then chews off pieces of the victim with its powerful jaws. The baleworm can also burrow into the ground, creating a tunnel anywhere from three feet to eight feet in diameter, depending on how much acid it chooses to secrete. The digging is loud, as it causes the ground to rumble, and the worm can only burrow for a maximum of 20 yards before it must come up for air.

The worm attacks by lunging at its target and wrapping its body around the victim. Alternatively, it can attack by gnashing its teeth, an ability the worm must often use when forced to fight creatures too large for it to ensnare. If the worm manages to wrap around its target, it can squeeze the victim, secreting an acidic substance in the process. The acid softens the creature, making it easier to chew.



Weird Sensations: The baleworm often feels a desire to be underground, but when it burrows the soil feels unpleasantly tight against its body. The worm also has great difficulty swallowing while it is uncoiled.

AD&D		EARTHDAWN		GURPS	
HD: HP: AG: THACO: # ATTACKS: DMG:	7 45 4 14 1 1d8+4 (Bite) 1d8 (Tail Slap)	# ATTACKS: ATTACK: DAMAGE: PHYS. DEF: SOC. DEF: ARMOR: DEATH: UNGON:	1 11 12 (bite)/ 4 (snare) 8 12 6 55 45	ST: DX: HT: MOVE: DODGE: PD: DR: DMG (Bite): DMG (Acid):	12 10 13 6 5 3 4 2d cutting 1d-3
MV: SZ:	9 (Burrow 6) L (10' Long)	WOUND: MOVE:	9 25 (Burrow 15)	REACH: SIZE:	G 3

SPECIAL ATTACK: Ensnare. Attack does no damage, but acid eats away 1d6 points per round and Worm is +2 to hit on bite attacks. Victim can break free with successful strength check.

SPECIAL DEFENSE: Burrowing.

GEOPHAGE

This fierce creature has large stone-like plates of armor and a powerful pair of arms that can break through trees, stone and bone. The geophage subsists on a diet of minerals, pounding through earth and stone to find nutrients. It moves, albeit slowly, by leaning on its front arms and swinging its back legs through between them.

Short-tempered, the geophage can be deadly when provoked to battle. The creature digs and fights by rearing back on his hind legs and bringing his arms crashing down. The powerful blow can fell a tree with one strike and, with persistence, eventually pound through stone. The geophage is not invulnerable, though. Even piercing and slashing attacks can put chips in its armor.

Weird Sensations: The geophage has a hunger for stone, although it does not have teeth capable of biting off a piece



of rock. It is not comfortable when its arms are raised, as it requires great effort to keep them off the ground.

AD&D		EARTHDAWN		GUF	GURPS	
HD: HP: AC: THACO: # ATTACKS: DMG:	8 60 2 12 2 3d6/3d6	# ATTACKS: ATTACK: DAMAGE: PHYS. DEF: SOC. DEF: ARMOR: DEATH: UNGON:	2 11 15 8 10 15 60 35	ST: DX: HT: MOVE: DODGE: PD: DR: DMG (Claw):	18 6 16 5 3 6 10	
MV: SZ:	9 L (9' tall)	WOUND: MOVE:	12 20	REACH: SIZE:	C 3	

SPECIAL ATTACK: Earthquake punch. All creatures on the ground within 30 feet have a 50 percent chance of being knocked down (-4 penalty to next die roll).

WINGED SLURRY

The winged slurry is a hemovore, its diet consisting mainly of the blood of other animals. It has a cement-like spit which it uses to immobilize its prey. The quick-drying cement can lock the victim's feet to the ground. Once the creature is stationary, the slurry draws its victim's blood by plunging its spiked tail into the creature's body.

The slurry is not a graceful flier, but it has enough wingpower to hover above

its target so that it can pinpoint its spitattack and then dive in to feed. Alternatively, the slurry can attack with its claws, but this leaves it extremely susceptible to retaliation.



Weird Sensations: The slurry usually has quite a bit of phlegm in its throat, which takes a little getting used to. The thought of blood makes the slurry salivate—not through its mouth, but through its tail.

AD&D		EARTHDAWN		GURPS	
HD: HP: AC: THACO: # ATTACKS: DMG:	6 36 4 15 1 1d6 (Tail Swipe)/ 2d6 (Glaws)	# ATTACKS: ATTACK: DAMAGE: PHYS. DEF: SOC. DEF: ARMOR: DEATH: UNGON:	2 10 10 (claws)/ 8 (tail) 9 11 6 40	ST: DX: HT: MOVE: DODGE: PD: DR: DMG (Tail): DMG (Claw):	12 10 12 12 5 1 1 1 1d-1 cutting
MV: SZ:	6, Fl 12 (B) M (6' long)	WOUND: MOVE:	9 45 (flying)	REACH: SIZE:	R (spit), C

SPECIAL ATTACKS: 1) Cement spit. Does no damage, but automatically immobilizes area of the body that is hit; victim attacks at -4 to hit. 2) Tail swipe. If successful, Slurry may suck blood for 1d6 points of damage per round.

SPECIAL ABILITY: Flight.

MONSTER STATISTICS

K'MAR

K'mar no longer has a natural form within the Zone, although she usually appears as a humanoid demonic figure with bright crimson, translucent skin and a coarse, sand-paper hide. This form also has retractable wings which allow her to fly. When K'mar first appears before the PCs, she will appear smaller and more frail, but her first shapechange will be into this demonic form. Her fiery fists deliver a powerful blow, but as soon as she is threatened, she will switch to another form.

K'mar will readily assume any of the PCs forms, as well as those listed elsewhere in the booklet. For example, if K'mar is about to take a nasty hit, she'll change into a stegosaurus-like creature with armored plates. If the baleworm or ooze tries to ensnare or envelop her, she'll change into



a slimy serpent, sliding her way out to safety. It is possible for K'mar to take some damage, but she'll be able to avoid most hits. As the battle nears its end, she will transform into a red dragon transform into an arachnigon—a fire-breathing, dragon-spider.

DEMON-FORM STATISTICS:

AD&D		EARTHDAWN		GURPS	
HD: HP: AC: THAGO: # ATTACKS: DMG: MV: SZ: INT: XP:	15 120 -1 9 2 2d8 15 , FI 18 (G) L (11' Tall) Genius (17-18) 12,000	# ATTACKS: ATTACK: DAMAGE: PHYS. DEF: SOC. DEF: ARMOR: DEATH: UNCON: WOUND: MOVE: LEGEND PTS:	2 12 12 10 13 10 120 110 10 35 Flying 2,500	ST: DX: IQ: HT: MOVE: DODGE: PD: DR: DMG: REACH: SIZE:	16 13 17 18 8 (Ground)/ 14 (Fly) 4 4 7 2d C

SPECIAL ABILITIES: May shapechange into any form once per round at any time during the round, even in the middle of an attack.

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K'MAR'S MINIONS

PORCUPINE WOLVES

These wolf-like creatures have varying unique features: porcupine-like quills that they can fire at range, spikes runing down their spine, long curved fangs. But essentially, they fight like a pack of wolves, circling their prey and then moving in for the attack. Once a few members of the pack have been taken down, the rest will flee.

AD&D		EARTHDAWN		GURPS	
HD: HP: AG: THACO: # ATTACKS: DMG: MV: SZ: INT: XP:	3 16 7 18 1 1d8 (Claws) 1d4 (Quills) 18 M (6' Long) Low (5-7)	# ATTACKS: ATTACK: DMG: PHYS. DEF: SOC. DEF: ARMOR: DEATH: UNCON.: WOUND: MOVE: LEGEND PTS:	1 9 12 (claws)/ 6 (quills) 9 5 2 30 25 8 45 80		d cutting d-1 impaing d-1 impaing (10), 6

FORTRESS GUARDS

There are 20 humanoids guarding the main entrance. Various distinctive traits of this motley crew include lizard-like scales, smooth metallic skin, bear-like hide, etc. The guards' job is to protect the entrance, attacking any wandering monsters and sigil-bearing creatures that they do not recognize. The creatures have different attack modes, but they have different attack modes, but they have all basically involve two attacks with natural weapons—sword-like arms, claws, stone fist, etc.

AD&D	EARTHDAW	N GURPS
HD: 6 HP: 35 AC: 5 THACO: 15 # ATTACKS: 2 DMG: 1d8 (Swords) 1d6 (Glaws) 2d6 (Store Rats) MV: 12 SZ: M (7' Tail) INT: Very Intelligent (11-12)	# ATTACKS: 2 ATTACK: 10 DMG: 12 PHYS. DEF: 8 SOC. DEF: 6 ARMOR: 5 DEATH: 35 UNGON.: 30 WOUND: 9 MOVE: 30	ST: 10 DX: 10 IQ: 9 HT: 12 MOVE: 5 DODGE: 5 PD: 2 DR: 2 DMG (Sword): 2d cutting DMG (Glasts): 1d cutting DMG (Glasts): 2d hunt REACH: 6
XP: 420	LEGEND PTS: 115	SIZE: 1

BREEDING CHAMBER GUARD

The lone guard in the breeding chamber is a burly humanoid creature with thin dreadlock-like tentacles dripping from its face and several whip-like appendages, which it uses to keep other creatures in line. Each successful strike has a 10 percent cumulative chance of paralyzing the victim for 4d6 rounds.

AD&D	EARTHDAWN	GURPS	
HD: 7 HP: 42 AC: 4 THACO: 14 # ATTACKS: 1 MW: 16 MW: 12 SZ: L (9' Tall) HNT: Very Intelligent (11-12) XP: 1,400	# ATTACKS: 4 ATTACK: 11 DMG: 8 PHYS. DEF: 10 SOC. DEF: 16 ARMOR: 4 DEATH: 50 UNGON.: 40 WOUND: 10 MOVE: 25 LEGEND PTS: 200	ST: 13 DX: 13 (V: 15 HT: 12 MOVE: 7 0006E: 6 PD: 2 DR: 2 DMG (GLAW): 1d6-1 ATTACKS: 4 separate attacks REAGN: C2 SI/F: 1	

SKINNERS

The creatures K'mar has chosen to skin and pick apart the victims of the Zone were chosen because of their natural abilities. These tall, thin beings have long, razor-sharp fingers that can slice open other creatures as well as carefully pick out individual organs. However, the creatures are not trained for combat and will, therefore, avoid it if possible.

AD&D	EARTHDAWN	GURPS
HD: 3 HP: 18 AG: 8 THACO: 18 # ATTACKS: 2 DMG: 2d8/2d8 MV: 12 SZ: 1. (8' Lang INT: Very Intelligent (11-12) XP- 199	# ATTACKS: 2 ATTACK: 7 DMG: 8 PHYS. DEF: 7 SOC. DEF: 7 ARMOR: 0 DEATH: 25 UNCOM.: 20 WOUND: 8 MOVE: 30 LEGEND PTS: 70	ST: 11 DX: 8 10: 15 HT: 10 MOVE: 5 DODGE: 4 PD: 1 DRG: 1 DMG (Sword): 2d-2 REACH: C SL7F: 1

K'MAR'S GUARDIAN

This beast is a large spidery-crab creature with 10 spiky legs and thick armored plates covering its back. It attacks by twisting its spiked legs into the air and bringing them down on its target. It has circular vision, allowing it to see and attack on all sides, but it can be confused if flanked and loses an attack for each leg which is disabled.

AD&D		EART	EARTHDAWN		JRPS
HD: HP: AG: THAGO: # ATTAGKS: DMG: MY: SZ: INT: XP:	10 75 2 13 6 2d6 6 H (15' Long) Low (5-7) 2,000	# ATTACKS: ATTACK: DMG: PHYS. DEF: SOC. DEF: ARMOR: DEATH: UNGON.: WOUND: MOVE: LEGEND PTS:	6 12 11 9 12 8 70 60 13 60 650	ST: DX: IQ: HT: MOVE: DODGE: PD: DR: ATTACKS: DMG: REACH: SIZE:	14 13 7 14/30 6 4 5 10 6 separate 24-2 62 5

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